~\OneDrive - St Paul's Catholic College\Documents\2D Strategy Game - Liberator\Assets\Scripts\AvailablePos\PositionsForSoldier.cs

```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PositionsForSoldier : MonoBehaviour, IAdjacentFinder
6  {
7      EvaluateHex checkHex = new IfItIsNewGround(); // refer to interface to access the
   behaviour we need
8      public void GetAdajacentHexesExtended(HexData initialHex)
9      {
10         List<HexData> neighboursToCheck = NeighboursFinder.GetAdjacentHexes(initialHex,
   checkHex); // getting the *first* neighbouring hexes
11
12         foreach (HexData hex in neighboursToCheck)
13         {
14             if (hex.distanceText.EvaluateDistanceForSoldier(initialHex)) // to evaluate if
   the velocity is enough to reach this hex
15             {
16                 hex.isNeighbouringHex = true; // defines the hex as adjacent to evaluated
   initial hex
17                 hex.distanceText.SetDistanceForSoldier(initialHex);
18                 hex.MakeMeAvailable(); // changes the color to white outline border
19             }
20         }
21     }
22 }
23
```