

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

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class IfItIsOptimalPath : MonoBehaviour, EvaluateHex
6 {
7     // evaluates if the hex is a neighbour(next to)
8     public bool EvaluateHex(HexData evaluatedHex)
9     {
10         return evaluatedHex.isNeighbouringHex;
11     }
12 }
13
```