

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

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class InitialPos : InitialHexes
6 {
7     // this class gets the hexes neighbouring the starting hex aka where the soldier is
8     // standing. Interface is used here from the script InitialHexes.
9     List<HexData> InitialHexes = new List<HexData>();
10
11     public List<HexData> GetNewInitialHexes()
12     {
13         InitialHexes.Clear();
14         foreach (HexData hex in FieldManager.allHexesArray)
15         {
16             if (hex.isNeighbouringHex & !hex.isIncluded)
17             {
18                 InitialHexes.Add(hex);
19             }
20         }
21         return InitialHexes;
22     }
23 }
```