

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

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.EventSystems;
5
6 public class ClickOnHex : MonoBehaviour, IPointerClickHandler
7 {
8
9     HexData hex; // hex refers to the battleHex class
10    public bool isTargetToMove = false; // Becomes true when hex is clicked
11    public FieldManager fieldManager; // FieldManager refers to the FieldManager class
12
13
14    void Awake()
15    {
16        hex = GetComponent<HexData>();
17        fieldManager = FindObjectOfType<FieldManager>();
18    }
19
20    public void OnPointerClick(PointerEventData eventData)
21    {
22        // if targetToMove variable == false, then call the selecttargetToMove function
23        if (!isTargetToMove)
24            SelectTargetToMove();
25        else
26        {
27            Controller.soldier.GetComponent<MoveSoldier>().StartsMoving();
28        }
29    }
30
31
32    private void SelectTargetToMove()
33    {
34        ClearPreviousSelectionOfTargetHex();
35        if (hex.isNeighbouringHex)
36        {
37            hex.MakeMeTargetToMove();
38            Controller.soldier.GetComponent<OptimalPath>().MatchPatch();
39        }
40    }
41
42    public void ClearPreviousSelectionOfTargetHex() // cancels previous selection
43    {
44        foreach(HexData hex in FieldManager.allHexesArray) // looks for selected hex in
active hexes list
45        {
46            if (hex.clickOnHex.isTargetToMove == true) // evaluates hex if it is target
47            {
48                print("Going");
49                hex.GetComponent<ClickOnHex>().isTargetToMove = false; // overrides boolean
50                hex.MakeMeAvailable(); // sets white frame
51            }
52            hex.Landscape.color = new Color32(250,250,250,250);
53        }
54    }
55
```

```
56 |  
57 |  
58 | }  
59 |
```