

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

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Desert : HexData
6 {
7     // This script is used for desert terrain, inherts all the data/variables from HexData
8 }
9
```