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

```csharp
1   using System.Collections;
2   using System.Collections.Generic;
3   using UnityEngine;
4
5   public class Mountains : HexData
6   {
7       // this script makes it unavailable for the soldier to move on mountains and does not
    show any white outlines to available positions on mountains
8       public override void MakeMeTargetToMove()
9       {
10          clickOnHex.ClearPreviousSelectionOfTargetHex();
11      }
12
13      public override void MakeMeAvailable()
14      {
15          currentState.color = new Color32(255,255,255,0);
16      }
17
18      public override bool AvailableToGround()
19      {
20          return false;
21      }
22  }
23
```