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

```
1   using System.Collections;
2   using System.Collections.Generic;
3   using UnityEngine;
4
5   public interface EvaluateHex
6   {
7       bool EvaluateHex(HexData evaluatedHex);
8   }
9
```