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

```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class RowManager : MonoBehaviour
6  {
7      public HexData[] allHexesInRow; // creating a public array where all hexes can be stored
   in every row
8  }
9
```