

GameField::AddFieldObject



```
graph LR; A[GameField::AddFieldObject] --> B[CaveGenerator::GetCave]
```

A diagram showing a call from the method `GameField::AddFieldObject` to the method `CaveGenerator::GetCave`. The first box is gray and the second is white, both with a folded-top-right corner. A blue arrow points from the first box to the second.

CaveGenerator::GetCave