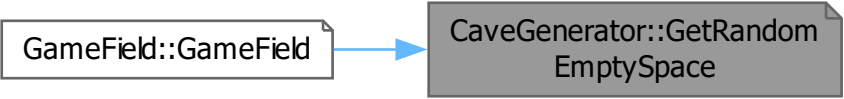


GameField::GameField



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

The diagram consists of two rectangular boxes with a folded top-right corner. The left box is white with a black border and contains the text 'GameField::GameField'. The right box is gray with a black border and contains the text 'CaveGenerator::GetRandomEmptySpace'. A blue arrow points from the right side of the left box to the left side of the right box.

CaveGenerator::GetRandom  
EmptySpace