```
TileInterface
+ ~TileInterface()
+ create copy()
+ get unit()
+ set_unit()
+ get neutral()
+ set neutral()
+ get coors()
+ set coors()
+ get type()
+ get_can_walk()
+ get can build()
+ get max dist()
+ can_place()
+ get info()
       Tile
# unit
# neutral
# coors
# type
# can_walk
# can build
# max dist
+ create copy()
+ ~Tile()
+ get_type()
+ get_can_walk()
+ get_can_build()
+ get max dist()
+ get_unit()
+ set_unit()
+ get neutral()
+ set_neutral()
+ get coors()
+ set_coors()
+ can_place()
+ get info()
      Grass
 + Grass()
 + create copy()
 + get_info()
```