```
FieldInterface
              + ~FieldInterface()
              + get_width()
              + get height()
              + generate field()
              + move_unit()
              + damage tile()
              + fits_in_grid()
              + can_reach()
              + get reachable()
              + tile at()
              + place_unit_at()
              + place tile at()
              + place neutral at()
              + unit_at()
              + unit can move to()
              + is_empty()
              + random coors()
               + get iterator()
        Field
# width
# height
                                    FieldProxy
# seed
# grid
                              # field
+ Field()
                              + FieldProxy()
+ Field()
                              + ~FieldProxy()
+ operator=()
                              + get width()
+ Field()
                              + get height()
+ operator=()
                              + get_seed()
+ ~Field()
                              + generate field()
+ get width()
                              + move unit()
+ get height()
                              + damage tile()
+ get seed()
                              + fits in grid()
+ generate field()
                              + can reach()
+ move unit()
                              + get_reachable()
+ damage tile()
                              + tile at()
+ fits in grid()
                              + place unit at()
+ can reach()
                              + place_tile_at()
+ get_reachable()
                              + place neutral at()
+ tile at()
                              + unit at()
+ place_unit_at()
                              + unit_can_move_to()
+ place_tile_at()
                              + is empty()
+ place_neutral_at()
                              + random_coors()
+ unit_at()
                              + get_iterator()
+ unit_can_move_to()
+ is empty()
+ random_coors()
+ get iterator()
```