

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_empty()
- + get_iterator()