```
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()
        Field
# width
# heiaht
                                    FieldProxy
# grid
                              # field
+ Field()
+ Field()
                              + FieldProxy()
+ operator=()
                              + ~FieldProxv()
+ Field()
                              + get width()
+ operator=()
                              + get height()
+ ~Field()
                              + generate field()
+ get width()
                              + move unit()
+ get height()
                              + damage tile()
+ generate field()
                              + fits in grid()
+ move unit()
                              + can reach()
+ damage tile()
                              + get_reachable()
+ fits in grid()
                              + tile at()
+ can reach()
                              + place unit at()
                              + place tile at()
+ get reachable()
+ tile at()
                              + place neutral at()
+ place unit at()
                              + unit at()
                              + unit_can move to()
+ place tile at()
+ place neutral at()
                              + is empty()
+ unit at()
                              + random empty()
+ unit_can_move_to()
                              + get iterator()
+ is empty()
+ random empty()
+ get iterator()
```