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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
# height
# grid
+ Field()
+ Field()
+ operator=()
+ Field()
+ operator=()
+ ~Field()
+ get width()
+ get height()
+ generate field()
+ move unit()
+ damage tile()
+ fits in grid()
+ can reach()
+ get_reachable()
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+ get_iterator()
```