```
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()
      FieldProxv
# field
+ FieldProxy()
+ ~FieldProxy()
+ get width()
+ get height()
+ generate field()
+ move unit()
+ damage tile()
+ fits in grid()
+ can reach()
+ get_reachable()
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```