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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 coors()
+ get iterator()
         Field
# width
# height
# seed
# grid
+ Field()
+ Field()
+ operator=()
+ Field()
+ operator=()
+ ~Field()
+ get width()
+ get_height()
+ get_seed()
+ 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()
```