

## 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()