```
+ ~TileInterface()
   + create copy()
  + get_unit()
  + set_unit()
  + get neutral()
  + set neutral()
   + get coors()
  + set_coors()
  + get type()
  + get_can_walk()
  + get_can_build()
+ get_max_dist()
  + can_place()
   + get_info()
          Tile
  # unit
   # neutral
   # coors
   # type
   # can walk
   # can build
   # max dist
   + create copy()
   + ~Tile()
   + get_type()
   + get_can_walk()
  + get_can_build()
+ get_max_dist()
+ get_unit()
   + set unit()
   + get_neutral()
   + set_neutral()
   + get_coors()
   + set_coors()
   + can_place()
   + get_info()
         Base
+ owner id
+ health_max
+ health
+ Base()
+ create_copy()
+ damage()
+ notify_about_death()
+ get info()
```

TileInterface