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()

FieldProxy

field

+ FieldProxy()
+ ~FieldProxy()
+ 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()