FieldInterface TileInterface + ~FieldInterface() + get width() + get height() + ~TileInterface() + generate field() + create copy() + move unit() + get_unit() + damage tile() + set unit() + fits in grid() + get_neutral() + can reach() + set_neutral() + get reachable() + get coors() + tile at() + set coors() + place unit at() + get type() + place tile at() + get can walk() + place neutral at() + get can build() + unit at() + get max dist() + unit can move to() + can place() + get info() + is empty() + random empty() + get iterator() #grid **Field** # width # height + Field() + Field() + operator=() + Field() + operator=() + ~Field() + 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()