```
FieldInterface
                                TileInterface
+ ~FieldInterface()
+ get_width()
                              + ~TileInterface()
+ get height()
+ generate field()
                              + create copy()
+ move_unit()
                              + get_unit()
+ damage tile()
                              + set unit()
+ fits_in_grid()
                              + get_neutral()
                              + set_neutral()
+ can_reach()
+ 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 coors()
+ get iterator()
                                  #grid
                       Field
             # width
             # height
             # seed
              + 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()
```