**Change log**

The following document describes the changes, made to the project “Minesweeper-1”.

**I. Refactoring**

1) Bad variable names have been replaced by comprehensive ones;

2) Large classes have been split into smaller ones;

3) Long methods have been split into smaller ones;

4) Bad comments have been removed;

5) Magic numbers replaced by constants;

**II. Design patterns**

1) Creational:

- Abstract Factory;

- Singleton;

2) Structural:

- Facade;

- Bridge;

3) Behavioural:

- Visitor;

- Memento;

**III. SOLID principles followed**

**IV. New Features**

1) Voice commands;

2) Cell flagging;

**V. Code documentation**

1) XML documentation to all public classes and methods;

2) Sandcastle-generated help file

**VI. Unit testing - code coverage**