Refactoring Documentation for Project “Battle Field 2”

# Initial refactor

* Project added to new solution
* Main class, namespace and project renamed
* Usings moved inside the namespace
* New lines added after the end of code blocks
* Variables separated each on new line
* Brackets added to all if/if else statements
* “” replaced with string.Empty
* Int32 class replaced with the type keyword int

Example headings of the changes:

# Redesigned the project structure:

* Move all properties after constructors
* Create abstract factory to create all objects there

# Implemented design patterns:

* **Creational patterns** 
  + Abstract factory to create all object there
  + Singleton to get factory

# Renamed variables:

# Introduced constants:

# Introduced classes:

* Mine Abstract Class
  + MiniMine
  + DoubleMine
  + AverageMine
  + BigMine
  + HugeMine
* BattleField
* ConsoleRenderer
* ConsoleInputHandler

# Introduced interfaces:

* IExplosible
* IMine

# Moved methods:

# Added unit tests: