Baloons-Pop-Three changes documentation

1. **Refactoring major classes**

   "Person.cs"
   - The directives "using", are now placed inside the namespace.
   - The class is now Public.
   - Renamed the class to "Player.cs" .
   - The fields : string and name , are now private.
   - Added validation for name.
   - Adding temporary documentation, may be changed in the future.
   - Fixed StyleCop warnings, such as adding "this" to the calls.

   "Coordinates.cs"
   - The directives "using", are now placed inside the namespace.
   - The class is now Internal explicitly.
   - the local variable "coordinates" in "TryParse" method is separated in two vairables "coordinateX" and "coordinateY".
   - Added constants for number of rows and columns. After that they are used in the class instead of the "magic" numbers.
   - Added exception handling if there is wrong input for coordinates "X" and "Y".
   - Fixed StyleCop warnings, such as adding "this" to the calls.

   "GameBoard.cs"
   - The directives "using", are now placed inside the namespace and unused are removed.
   - **Renamed variables :**
   - broya4 -> remainingBaloonsCounter
   - gb -> gameBoard
   - i -> row
   - j -> column
   - c -> currentPosition
   - value -> baloonValue
   - count -> shootCount
   - get -> GetBaloon
   - c1 -> newPositin
   - IsCoordinates -> isCoordinates
   - Added "this" where needed.
   - The fields are private now.
   - Added constants instead of the "magic" numbers.
   - Fixed comments.

2.Reformatted the code structure.

- Created project skeleton.
- Divided all of the classes into lesser classes and interfaces.
- Interfaces were refactored according to best practices:
- *Proper naming.*
- *Proper Access modifiers.*
- *Made sure that they provided good abstraction.*
- A handful of folders were made for easier navigation and readability.
- The files were put in their respective folders.
- More subfolders were made.
- Added text files to hold information for Top score and Player.

3. A Folder "Common" was created.

- **Holds and introduces:**
- **Constants**
- ***GlobalConstants.cs:***

  - *internal const int EasyLevelCols = 5;*
  - *internal const int MediumLevelRows = 8;*
  - *internal const int MediumLevelCols = 8;*
  - *internal const int HardLevelRows = 12;*
  - *internal const int HardLevelCols = 12;*
  - *Etc.*

- ***GlobalMessages.cs:***

  - internal const string SavedGameMsg = "Your game has been saved!";
  - Etc..

- **Enumerations**
  BalloonType.cs
  CommandType.cs
  GameDifficulty.cs
  ShootingDirection.cs

- **Serializers**
- ***JsonSerializer.cs***
- ***Added Folder "Contracts"***

- **Validators**
- ***CommandValidator.cs***

4.Reformated Variable names.

- In every single class and interface.
- variables are now named using madePascalCase and according to best practises.

5.A lot of code formatting such as .

- *Formatted the curly braces { and } according to the best practices for the C# language.*
- *Put { and } after all conditionals and loops (when missing).*
- *Character casing: fields made camelCase; types , methods , constants madePascalCase.*
- *Formatted all other elements of the source code according to the best practices introduced in the course "High-Quality Programming Code".*

6.Fixed StyleCop Warnings.