BattleField Refactoring

1. Redesigned the project structure:
   1. Renamed the project to **BattleField**.
   2. Renamed the main class to **BattleFieldGame**.
   3. Extracted class **BattleField** and moved core logic there.
2. Reformatted the source code:
   1. Removed all unneeded empty lines.
   2. Inserted empty lines between the methods.
   3. Added access modifiers to all classes and methods.
   4. Removed all unneeded semicolons.
   5. Inserted all “usings” into namespaces and removed the unused.
   6. Removed all unneeded indentations.
   7. Added spaces before and after all operators.
   8. Formatted the curly braces according to the best practices for the C# language.
   9. Put curly braces after all conditionals and loops.
   10. Split the lines containing several statements into several simple lines.
   11. Inserted a single whitespace before the single line comments.
   12. Formatted all other elements of the source code according to the best practices introduced in the course "High-Quality Programming Code".
3. Renamed multiple variables, for example:
   1. n -> **battleFieldSize**
   2. en -> **input**
4. Introduced constants -> **MinBattleFieldSize**, **MaxBattleFieldSize**, **EmptyFieldSymbol**, **DetonatedMineSymbol**.
5. Designed and implemented **unit tests**.