1. Redesigned the project structure:
   * Renamed the namespace to **BallonsPopsGame**
   * Renamed the project to **BalloonsPopsGame**
   * Replaced class **Game** in static class **MatrixUtils**
   * Moved **Main()** method in separate class **StartGame**
2. Reformatted the source code:
   * Removed all unneeded empty lines in all methods
   * Inserted empty lines between the methods
   * Moved the using directives inside the namespaces
3. Renamed variables:
   * In class **MatrixUtils: temp** ➔ **matrix**
   * In class **MatrixUtils: i** ➔ **row**
   * In class **MatrixUtils: j** ➔ **col**
   * In class **StartGame: temp** ➔ **input**
4. Introduced constants:
   * **Rows = 5** in class **MatrixUtils**
   * **Columns = 10** in class **MatrixUtils**
5. Extracted methods:
   * **PrintDash()** from **PrintMatrix**
6. Renamed methods:
   * **gen()** **-> CreateMatrix()**
   * **printMatrix() -> PrintMatrix()**