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**
   * In class **GamePlay: temp -> input**
   * In class **GamePlay:stek ->stack**
4. Introduced constants:
   * **Rows = 5** in class **MatrixUtils**
   * **Columns = 10** in class **MatrixUtils**
   * **TopFive = new string [5 ,2]** in class StartGame
5. Extracted methods:   
    from **doit() -> CheckMatrixIsEmpty()**
6. Renamed methods:
   * **gen()** **-> CreateMatrix()**
   * **printMatrix() -> PrintMatrix()**
   * **change() -> PopBalloon()**
   * **checkLeft() -> CkeckLeftNeighbor()**
   * **checkRight() -> CkeckRightNeighbor()**
   * **checkUp() -> CkeckUpNeighbor()**
   * **checkDown() -> CkeckDownNeighbor()**
   * **doit() -> FallingDownBalloons()**