* Reformatted the source code
  + In class GameManager: method proverka()
  + Split the lines containing several statements into several simple lines
  + Formatted the curly braces **{** and **}** according to the best practices for the C# language.

|  |
| --- |
| if (notOverlapedRow == overlap1.Row && notOverlapedColumn == overlap1.Column) return true;  else if (notOverlapedRow == overlap2.Row && notOverlapedColumn == overlap2.Column) return true;  else if (notOverlapedRow == overlap3.Row && notOverlapedColumn == overlap3.Column) return true;  else if (notOverlapedRow == overlap4.Row && notOverlapedColumn == overlap4.Column) return true;  else  return false; |
| ↓ |
| if (notOverlapedRow == overlap1.Row && notOverlapedColumn == overlap1.Column)  {  return true;  }  else if (notOverlapedRow == overlap2.Row && notOverlapedColumn == overlap2.Column  {  return true;  }  else if (notOverlapedRow == overlap3.Row && notOverlapedColumn == overlap3.Column)  {  return true;  }  else if (notOverlapedRow == overlap4.Row && notOverlapedColumn == overlap4.Column)  {  return true;  }  else  {  return false;  } |

* Renamed method
  + In class GameManager
    - method proverka() → method IsAvailableNextPosition()
* Reverse logic
  + in method IsAvailableNextPosition() – return **true** when next position is available