1. Extracted class ScoreBoard in different file and renamed to PlayerScore.

2. Introduced properties Name and Moves for fields name and moves in the PlayerScore class.

3. Introduced ScoreBoard class, which will show (introduce) the top scores to the player.

4. Introduced Maze class, which will hold the state of the labyrinth at any time.

5. Introduced IMaze interface, which the methods to be implemented by Labyrinth class.

6. Introduced abstract class Cell and his inheritors MazeCell and Player classes. Lab cell holds the state of any cell and the Player class holds the state of the Player. It can be moved with the Move method taking as a parameter the CommandExecutioner class implemented by its interface.

7. Introduced CommandListener class and ICommander interface whicl will manipulate the player’s input.

8. Removed method HasSolution from the ILabyrinth interface and made HasSolution a private method in the Labyrinth class.

9. Introduced GameEngine class with Start method to be implemented.

10. Renamed kursov-proekt (Program) class and project name to Labyrinth3Game.

11. Moved AddScore method from the main class to ScoreBoard class, making it from static to instance.

12. Extracted sorting of the score list into different private SortScore method in ScoreBoard class

13. Replaced List<ScoreBoard> scores with ScoreBoard scores and replaced ShowScoreBoard method with scores.ShowScore() in Labyrinth3Game class.

14. Introduced PlayerScore currentPlayerScore variable.

15. Removed from currentMoves global variable in Labyrinth3Game class and replaced it with currentPlayer.Moves.

16. In AddScore method in the ScoreBoard class the player score name input is kept directly in the name of the current instance of the player.

17. Introduced MAX\_SCORELIST\_SIZE constant in the ScoreBoard class.

18. Renamed variable in ShowScore method in the ScoreBoard class from i to playerPosition.

19. Moved the remaining game logic to the GameEngine class (content of main placed in the Start method) for being reallocated later.

20. Introduced new constants INITIAL \_POSITION in the Labyrinth class to keep the starting position of the player.

21.Moved SolutionChecker method content to the private method HasSolution method in the Labyrinth class.

22.Maze initialized as matrix of type Lab instead of string.

23.GameEngine.Start method cleared from maze methods. Created Player player and Maze labyrinth variables.

24. Classes reallocated to namespaces.

25. Removed PlayerScore instance and assigned property Score of type PlayerScore to Player class.

26.Extracted method PrintHighScores to print the scores if the player is out of the maze