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 ScoreBoardclass, which will show (introduce) the top scores to the player.

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

5. Intoduced ILabyrnith interface, which the methods to be implemented by Labyrinth class.

6. Introduced PlayerPosition structure to keep the current coordinates of the player’s position.

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 IEngine interface with Start method to be implemented in the class.

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