Refactoring Documentation for Project “King Survival - 5”

1. Redesign of the project structure:
   1. Add a class diagram.
   2. Extract each class in a separate file with a proper name:
      * Checker.cs
      * ConsoreRenderer.cs
      * ConsoleWriter.cs
      * Engine.cs
      * FieldCell.cs
      * FieldCellFactory.cs
      * Figure.cs
      * FigureFactory.cs
      * Frame.cs King.cs
      * KingSurvival.cs
      * Pawn.cs
      * Table.cs
      * TableEnumerator.cs
   3. Create interfaces and situate them in corresponding files in a dedicated folder:
      * ICell.cs
      * IFieldCellFactory.cs
      * IFigure.cs
      * IFigureFactory.cs
      * IFrame.cs
      * IRendere.cs
      * ITable.cs
      * IWriter.cs
   4. Implement unit tests.
   5. Rename the main class from Program to KingSurvival
   6. Export the symbols used in the frame drawing into an external file.
2. Reformatting of the source code:
   1. Removed all unneeded empty lines.
   2. Add comprehensive and detailed comments.
3. Rename all variables and methods according to the proper naming convention.
4. Introduce global constants like:
   1. DistanceBetweenCellsX, DistanceBetweenCellsY
   2. ConsoleInitialPositionX, ConsoleInitialPositionY
   3. FirstFieldColor, SecondFieldColor
5. Use factories to create objects for given set of classes:
   * + FieldCellFactory.cs
     + FigureFactory.cs
6. Create hierarchy of classes and interfaces like:
   1. **Pawn** derives **Figure** which implements **IFigure**
   2. **King** derives **Figure** which …
7. Create enumerator **TableEnumerator** which is used to iterate between the fields of the table.