Refactoring Documentation for Project “Hangman”

1. Redesigned the project structure:

* Renamed the project to **HangmanGame**
* Renamed the main class **besenka** to **HangmanMain**
* Extracted/Created the following classes in separate files:
  + **ConsoleRenderer.cs**
  + **LetterHandler.cs**
  + **RandomWordGenerator.cs**
  + **Player.cs**
  + **ScoreManager.cs**
  + **...**
* Created enumeration **LetterStatus.cs**

1. Reformatted the source code:

* removed unnecessary comments, e.g. “hahaha, izpih edno kilo rakiya vcera i poznavam veche vsichki dumi4ki ot pyrvi puyt, muahahahahahahaaaaaaaa”
* Character casing: variables and fields made **camelCase**; types and methods made **PascalCase**
* Formatted all other elements of the source code according to the best practices introduced in the course “[High-Quality Programming Code](http://codecourse.telerik.com/)”.

1. Renamed methods:

* In class **???**: **???** 🡪 **???**.

1. Renamed variables:

* In class **RandomWordGenerator: rand🡪** **randomizer**
* In class **RandomWordGenerator: r🡪** **wordIndex**
* In class **RandomWordGenerator: arr🡪** **words**