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**
  + **ScoreManager.cs**
  + **CommandManager.cs**
  + **Game.cs**
* Created enumeration **LetterStatus.cs**
* Created struct **Player.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**
2. Introduced constant **MAX\_NUMBER\_OF\_PLAYERS**
3. Extracted methods **ParseCommand()** and **ExecuteCommand()** from the **Main()** methodand moved them to the **CommandManager** class.
4. Removed variable **m**, responsible for the health state of the player, and replaced it with variable **mistakes** in **Game** class, since the implementation requires this functionality.
5. In the original code were missing user-friendly messages and any of the messages required in the project documentations. So a class **ConsoleRenderer** was created. It is responsible for all messages printed on the console. For example: **PrintWelcomeMessage()**, **PrintExitMessage().** Added unit tests for the class. Used **StringWriter** to record the console output and to compare it with the expected output.
6. Added method **PrintRepeatingLetterMessage(char guessedLetter) -** to print a message if the entered word has already been used. This functionality is not considered in the project documentation.