Refactoring Documentation for Project “Cows & Bulls”

**Team "Molybdenum"**

1. Redesigned the project structure:

* Divided the project into separated files, that contains only one class, with the name, that describes his purpose. The idea is to create a new classes that were a part of the code of an old big file. The new classes/interfaces are: **Bull.cs,CommandParser.cs,Cow.cs,Engine.cs,IDraw.cs,SecretNumber.cs,UserInterface.cs**

1. Renamed variables:

* counter1 - > numberOfCheats
* counter2 - > numberOfMoves
* klasirane - > scoreHolder