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| Refactoring Documentation for Project “Minesweeper – 5”Team "Minesweeper-3"  1. Providing a new Solution folder. 2. Separating the project into three main subprojects.   2.1 Class Library Application  2.2 Console Client Application  2.3 Unit Test Application   1. Dividing the game classes into separate files, stored into the Class Library Application project 2. Separating the static methods into new static class 3. Refactoring MinesInitializer class main methods - > PlayGame method (removing goto command) 4. Providing refactoring and code comments 5. MinesInitializer class refactored according to Singleton design pattern. |
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