(После ще ги подредим)

1. Jagged array replaced by matrix, and made all code working with it.
2. Setters added in class Player for name and score
3. Validation and exception handling added in Player.cs
4. Use setters in the constructor in Player.cs due to validation
5. Validation and exception handling added in Field.cs
6. Loop in the constructor of Board.cs extracted in separate method PrepareMatrix(). Made code more testable.
7. Override Equals() for Field.cs, due to some unit testing
8. Override GetHashCode() for Field.cs, NOT IMPLEMENTED FOR NOW , because it works with Equals together.
9. Tests for PrepateMatrix() added
10. Tests for Equals() added