Code restructuring Requirements Bust-a-Move

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Requirements for code restructuring/ quality improvement.

Must haves
- We need to put all bubble storage related functionality in it's separate class.
- We need to move the collision detection into its separate class as well/
- Use Point class instead of x and y variables
- Create a Screen interface.
- Proper javadocs.
- New and restructured code follows the coding rules of checkstyle, PMD and FindBugs.
- 75% test branch coverage in the Bubble, Cannon and BubbleStorage(name TBD) classes.
- The Score class must extend the Observable class.
- The VictoryScreen is an Observer of a Score object.
- The DefeatScreen is an Observer of a Score object.
- The PauseScreen is an Observer of a Score object.
- The Game is an Observer of a Score object.
- Rename packages to a shorter name by removing bust_a_move20162017.bust_a_move_framework prefix.
- Reduce the amount of packages by placing closely related classes together in a package.
  Arena class -> Game package
  Cannon class -> Game package
- Create class diagram of the restructured classes.

Should haves
- No checkstyle, PMD and FindBugs violations

Could haves
- Split the model from the screens/game states.

Would/won't haves
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