Stoyan Dosev

* Created new class Labyrinth
* Changed name: private const int **size** - to **LabyrinthSize**
* Changed name: private const int **px** - to **PositionX**
* Changed name: private const int **py** – to **PositionY**
* Changed name: private const int **MinimumPercentageOfBlockedCells** – to **MinimumBlockedCellsCount**
* Changed name: private const int **MaximumPercentageOfBlockedCells** – to **MaximumBlockedCellsCount**
* Changed name: const char **BlockedCell** – to **BlockedCellSymbol**
* Changed name: const char **FreeCell** - to **FreeCellSymbol**
* Changed name: const char **PlayerSign** – to **PlayerSymbol**
* Deleted private fields: private int **playerPositionX**, **playerPositionY**
* Changed name: private char[,] **matrix** – to **labyrinth**
* Deleted fields in constructor: this.**playerPositionX** = **px**; this.**playerPositionY** = **py**; this.**scoreBoard** = new OrderedMultiDictionary<int, string>(true);
* Corrected method name **PrintLabirynth**() to **PrintLabyrinth**()
* Changed method name: private char[,] **GenerateMatrix**() – to **GenerateLabyrinthMatrix**()
* Changed name: char[,] **generatedMatrix** – to **labyrinthMatrix**
* Changed name: Random **rand** – to **randumGenerator**
* Changed name: int **percentageOfBlockedCells** – to **labyrinthBlockedCellsCount**
* Changed name: int **num** – to **cellNumber**
* Changed method name: private void **MakeAtLeastOneExitReachable**(char[,] generatedMatrix) – to **AssureReachableExit**(char[,] generatedMatrix)
* Changed name: int[] **dirX** – to **direction**
* Changed name: int[] **dirY** – to **direction**
* Changed name: int **numberOfDirections**- to **basicDirections**
* Changed name: int **maximumTimesToChangeAfter** – to **maximumTimesToChange**
* Changed name: int **num** – to **direction**

Methods in the class: public void **PrintLabyrinth()**,private char[,] **GenerateLabyrinthMatrix()**,

public void **PrintLabyrinth()**,public bool **IsGameOver**(int playerPositionX, int playerPositionY),

private void **AssureReachableExit**(char[,] generatedMatrix)