Refactoring Documentation for Project “Battle Field 2”

# Initial refactor

* Project added to new solution
* Main class, namespace and project renamed
* Usings moved inside the namespace
* New lines added after the end of code blocks
* Variables separated each on new line
* Brackets added to all if/if else statements
* “” replaced with string.Empty
* Int32 class replaced with the type keyword int

Example headings of the changes:

# Redesigned the project structure:

* Move all properties after constructors
* Create abstract factory to create all objects there

# Implemented design patterns:

* **Creational patterns** 
  + Abstract factory to create all object there
  + Singleton to get factory
* **Structural patterns** 
  + …
  + …
* **Behavior patterns** 
  + …
  + …

# Reformatted the source code:

# Renamed variables:

# Introduced constants:

# Extracted methods:

# Introduced classes:

# Moved methods:

# Added unit tests: