BattleField Refactoring

1. Redesigned the project structure:
   1. Renamed the project to **BattleField**
   2. Renamed the main class to **BattleFieldGame**
   3. Extracted class **BattleField** and moved core logic there
   4. Input-Output Handler for validation
   5. Object Orientation
2. Reformatted the source code:
   1. Removed all unneeded empty lines
   2. Inserted empty lines between the methods
   3. Added access modifiers to all classes and methods
   4. Removed all unneeded semicolons
   5. Inserted all “usings” into namespaces and removed the unused
   6. Removed all unneeded indentations
   7. Added spaces before and after all operators
   8. Formatted the curly braces according to the best practices for the C# language
   9. Put curly braces after all conditionals and loops
   10. Split the lines containing several statements into several simple lines
   11. Inserted a single whitespace before the single line comments
   12. Formatted all other elements of the source code according to the best practices introduced in the course "High-Quality Programming Code"
   13. Namespaces
   14. Interfaces
3. Renamed multiple variables, for example:
   1. n 🡪 **battleFieldSize**
   2. en 🡪 **input**
   3. krai **🡪** logic refactored
   4. printirai 🡪 **InitializeBoard**
   5. HodNaIgracha 🡪 **ProccessMove**
4. Introduced constants
   1. **MinBattleFieldSize**,
   2. **MaxBattleFieldSize**,
   3. **EmptyFieldSymbol**,
   4. **DetonatedMineSymbol**
5. Designed and implemented **unit tests**
6. Power Point Presentation