Sprint 2 backlog

Ping Pong Game Logic
The goal of this sprint is to design a smooth and functional ping pong game that two users can join and play together

Feature 1: Client Side Game Rendering and User Control
Task 1.1: (3 hours) [Yuanyuan Dong]
Implemented the overall DOM of the game rendering on stage.js and the update APIs for ball moving and pad moving.

Task 1.2: (2-3 hours) [Yuanyuan Dong]
Implemented the client side communication to server that could serialize sending packets and deserialize receiving packets.

Task 1.3: (4-5 hours) [Yuanyuan Dong]
Implemented the physic engine including: call back for periodical ball moving and bouncing calculation, prediction queue and entity interpolation

Feature 2: Server Side Coordination and Authorization
Task 2.1: (4 hours) [Tianyi Chen]
Implemented server side communication Django channel that would receive user’s data, transform and coordinate data, and send authoritative data back.

Task 2.2: (3 hours) [Tianyi Chen]
Implemented Server side physic engine for ball bouncing and movements.

Task 2.3: (2-3 hours) [Tianyi Chen]
Implemented Server side reconciliation logic for game judgements.