Sprint 3 backlog

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Overall Goal
The goal of this sprint is to deploy and refine the game, so that it would be highly accessible, robust and can provide smooth gaming experience.

Feature 1: Game Deployment and Tuning
Task 1.1: (3 hours) [Tianyi Chen]
Deploy Redis on Amazon ElastiCache and Django Elastic Beanstalk, route Django Channel using an Application Load Balancer.

Task 1.2: (2-3 hours) [Tianyi Chen]
Test the Pad sending period on the deployed environment to tune the best sending period.

Feature 2: Client Side Rendering Smoothing
Task 2.1: (2-3 hours) [Yuanyuan Dong]
Figure out the jittering bug for pad rendering.

Task 2.2: (3 hours) [Yuanyuan Dong]
Test on the deployment environment (if ready) to see if needed to do smoothing.

Feature 3: Game Logic Refine
Task 3.1: (2-3 hours) [Yuanyuan Dong]
Implemented client side socket handling logic for game start, pause, end and score display and state configure.

Task 3.2: (2-3 hours) [Tianyi Chen]
Test with the game configuring logic for robustness.