Test Task Single player part

1. Brick
   1. Color +
   2. Width +
   3. Layer +
   4. Destroying +
   5. Interacting +
   6. Effect
2. BrickGenerator
   1. Random +
   2. Save to JSON +
   3. Load from JSON +
3. Ball
   1. Physics +
   2. Start +
   3. Fall +
   4. Bounce(90 degrees) +
4. Player paddle
   1. Move +
   2. Start ball +
   3. Bounce on the player platform +
5. Score
   1. Set +
   2. Collect +
6. Game
   1. Start
      1. Erase scores
      2. Lay Layers +
   2. Win
   3. Fail(?)
   4. Repeat +
   5. Load layers +
   6. Random layers +

Test Task Server part

1. Game
   1. Join new player +
   2. Score sync +
   3. Player positions sync +
   4. Balls position sync +
   5. Jerky movement +
   6. Brick destroy

Just for myself:

1. Proxy:
   1. Set port
   2. Set delay
   3. Receive package in queue
   4. Send package from queue with delay
2. Server
   1. Register server on web-server
   2. Close server on web-server with secure id
3. Web-server
   1. Register server, return secure id
   2. Close server with secure id
   3. Return servers list
   4. Join client
4. Client
   1. Get servers list
   2. Join into server