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 +

Takes around 4 hours

Test Task Server part

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

Time 4 + 2 hours

Ball jerky: 4 hours