Test Task Single player part

1. Brick
   1. Color
   2. Weight
   3. Layer
   4. Destroying
   5. Effect
2. Ball
   1. Start
   2. Fall
   3. Bounce(90 degrees)
3. Player
   1. Move
   2. Start ball
   3. Bounce
4. Score
   1. Achieve
5. Game
   1. Start
   2. Win
   3. Fail(?)

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
6. Test
7. aaa