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