milestone 2

in red are functions finished now, in green are functions haven't down yet

```
src/Milestone2
 ├── init()
 │    └── initScene()
 │         (initiate model)
 │
 ├── update()
 │    (update due to
 │     messgae)
 │    ├── updateTick()
 │    │    (handle browser
 │    │     tick message)
 │    │    ├── movePaddle()
 │    │    │    (move paddle due
 │    │    │     to user's control)
 │    │    └── moveBall()
 │    │         (move ball due to
 │    │          its own direction)
 │    ├── updateControl()
 │    │    (handle user press
 │    │     keyboard
 │    │     message)
 │    └── updateCollide()
 │         (handle collides)
 │         ├── collideBrick()
 │         │    (check and handle
 │         │     collides between
 │         │     ball and bricks)
 │         ├── collidePaddle()
 │         │    (check and handle
 │         │     collides between
 │         │     ball and paddle)
 │         └── collideBoundary()
 │              (check and handle
 │               collides between
 │               ball and boundary)
 │
 ├── view()
 │    (draw the scene
 │     due to current
 │     model)
 │    ├── drawPaddle()
 │    │    (draw paddle due
 │    │     to paddle position)
 │    ├── drawBall()
 │    │    (draw ball due to
 │    │     ball position)
 │    └── drawBricks()
 │         (draw bricks due
 │          to their status)
 │
 └── subscriptions()
      (handle browser
       event)
      ├── keyDown()
      │    (handle keyDown
      │     event)
      └── keyUp()
           (handle keyUp
            event)
```