DualPlay is an upgraded version of Air-hockey game. Here, it has a ball and two sides, each side has a paddle. Both sides have wired remotes to control that side’s paddle and one side can be played by the intelligent system too. Paddles can move in linear direction vertically (left or right) and each paddle can hit the ball by giving a sudden push to the ball. Behind each paddle there is a hole and if the ball goes to a hole in one side, the player on the other side wins a point. After the ball goes to a hole, the ball will be redeployed to the playing area autonomously by using a ball redeploy mechanism. DualPlay has two game modes, one is Human vs Intelligent System. Here, one side will be controlled by the Intelligent system by tracking the ball using the color of the ball (Ball will be tracked real-time by using a camera module and using OpenCV library in python) and other side will be controlled by the human player (When this human vs system mode is selected, the remote of the side that played by the intelligent system will be disabled because that side will played by the intelligent system autonomously). Another mode is Human vs Human. Here both players are humans, and both will control their side’s paddle using wired remotes. System’s inputs are three buttons on each remote (one to move the paddle to the left, another one to move the paddle to the right, another one to hit the ball by giving a sudden push), the camera (To get the real-time video capture to get the real-time location of the ball), a keypad and lcd screen (To select the game mode and to select number of rounds), IR beam break sensor (to detect if the ball goes to a hole). Outputs are real-time location of the ball, paddle movement and hitting the ball (According to the real-time location of the ball or according to the inputs of the remote), scores of each side (two lcd screens in both sides will display scores of both player), Redeploying the ball to the playing area after each round. The system will use a Raspberry pi 3 model B+ board to track the real-time location of the ball and an Arduino Mega board for other functions. NEMA 17 stepper motor, timing belt and a timing pulley will be used for the paddle’s linear movement. Solenoid lock in a paddle, will be used to strike the ball. One Rack and pinion mechanism (to lift the ball to the table level) and a solenoid lock (push and pull) to push the ball to the playing area will be used to redeploy the ball after each round.