1. Second player mode
2. Making the balls movement a little less realistic to foster more chaotic/difficult gameplay, as right now the ball can just be stuck in an endless back and forth very easily.
3. Allowing the player to edit the difficulty of the AI/implement handicaps to either player
4. Lerping the movement of the paddles to make movement more visually pleasing
5. Implementing sound an visual effects – a trail on the ball, sprites more stylised, bg music, sound effects for when the ball hits things