-I end up doint the two different paddles on the screen

-in the ballcontroller I added a Respaqn() to control the respawn of the ball and I added 6 variables in this class, also in the sart the repacle ball is set

-public GameObject LoserButton;

-private bool RespawningOk = true;

-private bool RespawnDecider = true;

-private Vector3 ReplaceBall;

-public GameObject PaddleRight;

-public GameObject PaddleLeft;

-unityBock- added ScoreManager.Scorer += 1; to the public void Hit

-MenySystem- I added class to traverse the one level so you can quit if you want to resart

-ScoreManager- I added three variables ball, winnerbutton and number of blocks, then end up putting the win event by comparing score to how many blocks and I put a bunch of useless class in this one too.

--Block manager- I added number of blocks and used it to track how many blocks there are and then sent that total to scoremanger.numberofBlocks;

-PlayerController- I implemented a similar things using the public Boolean to what you pointed out to the mono game projects (so its all in one class)