1. Modify the **speed** of the ball.
2. Modify the **size** of the ball.
3. Modify the **height** of the canvas.
4. Modify the **width** of the canvas.
5. Modify the **speed** of the player's paddle. (Note: The player's paddle is located on the left side of the canvas)
6. Modify the **speed** of the AI's (computer's) paddle. (Note: the AI's paddle is located on the right side of the canvas)
7. Add a start/stop button
8. Create a scoring mechanism
9. Create three different modes for the user to change how the game plays: easy, normal, and hard