

Board
Has a player and an AI player Has an upper boundary Has a lower boundary Has a boundary on both sides to score Spawns the ball when game starts and when player or AI loses
Player Ball

Ball
Collides with objects collides with left side = player loses collides with the right side = AI loses collides with top or bottom it bounces collides with paddle, bounces off at proportional angle velocity slowly increases as game progresses
Paddle Board

Paddle
Can move up and down
Board Ball

Paddle_AI
Moves up and down towards the ball
Board Ball

Paddle_Player
Controlled by the keyboard
Board Ball