```
import pygame
import random
pygame.init()

sw = 800  # Screen width
sh = 600  # Screen height

screen = pygame.display.set_mode((sw, sh))
pygame.display.set_caption("Ping Pong")
clock = pygame.time.Clock()
bg_color = pygame.Color('grey12')
game_font = pygame.font.Font('fonts/SF-Pro-Text-Bold.otf', 60)

level = 1
opponent_speed = 6

score_time = None

def Start_Game(OS):
    global score_time
    sw = 800  # Screen width
    sh = 600  # Screen height
    screen = pygame.display.set_mode((sw, sh))
    ball = pygame.Rect(sw // 2 - 15, sh // 2 - 15, 30, 30)
    player = pygame.Rect(sw - 20, sh // 2 - 60, 10, 120)
    opponent = pygame.Rect(10, sh // 2 - 60, 10, 120)

    bg_color = pygame.Color('grey12')

    # Speeds
    ball_speed_x = 6 * random.choice((-1, 1))
    ball_speed_y = 6 * random.choice((-1, 1))

    player_speed = 0
    opponent_speed = OS

    # Score
    player_score = 0
    opponent_score = 0
    game_font = pygame.font.Font('fonts/SF-Pro-Text-Bold.otf', 32)

    # Sounds
    pong_sound = pygame.mixer.Sound('sounds/pong.ogg')
    score_sound = pygame.mixer.Sound('sounds/score.ogg')

    def ball_restart():
        global ball_speed_x, ball_speed_y, score_time, sh, sw
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    ball.center = (sw // 2, sh // 2)
    current_time = pygame.time.get_ticks()

    if current_time - score_time < 700:
        ball_speed_x = 0
        ball_speed_y = 0
        number_three = game_font.render("3", False, (200, 200, 200))
        screen.blit(number_three, (sw // 2 - 8, sh // 2 + 50))
    elif 700 < current_time - score_time < 1400:
        ball_speed_x = 0
        ball_speed_y = 0
        number_two = game_font.render("2", False, (200, 200, 200))
        screen.blit(number_two, (sw // 2 - 8, sh // 2 + 50))
    elif 1400 < current_time - score_time < 2100:
        ball_speed_x = 0
        ball_speed_y = 0
        number_one = game_font.render("1", False, (200, 200, 200))
        screen.blit(number_one, (sw // 2 - 8, sh // 2 + 50))
    else:
        ball_speed_x = 6 * random.choice((-1, 1))
        ball_speed_y = 6 * random.choice((-1, 1))
        score_time = None

# Main Game Loop
running = True
while running:
    screen.fill(bg_color)
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            pygame.quit()
            running = False

        if event.type == pygame.KEYDOWN:
            if event.key == pygame.K_DOWN:
                player_speed += 7
            if event.key == pygame.K_UP:
                player_speed -= 7

        if event.type == pygame.KEYUP:
            if event.key == pygame.K_DOWN:
                player_speed -= 7
            if event.key == pygame.K_UP:
                player_speed += 7

    # Ball movement
    ball.x += ball_speed_x
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ball.y += ball_speed_y

if ball.top <= 0 or ball.bottom >= sh:
    pong_sound.play()
    ball_speed_y *= -1

if ball.left <= 0:
    score_sound.play()
    player_score += 1
    score_time = pygame.time.get_ticks()

if ball.right >= sw:
    score_sound.play()
    opponent_score += 1
    score_time = pygame.time.get_ticks()

if ball.colliderect(player) or ball.colliderect(opponent):
    pong_sound.play()
    ball_speed_x *= -1

if score_time:
    ball_restart()

# Player movement
player.y += player_speed
if player.top <= 0:
    player.top = 0
if player.bottom >= sh:
    player.bottom = sh

# Opponent movement
if opponent.bottom < ball.y:
    opponent.bottom += opponent_speed
if opponent.top > ball.y:
    opponent.top -= opponent_speed

if opponent.top <= 0:
    opponent.top = 0
if opponent.bottom >= sh:
    opponent.bottom = sh

pygame.draw.rect(screen, (200, 200, 200), player)
pygame.draw.rect(screen, (200, 200, 200), opponent)
pygame.draw.ellipse(screen, (200, 200, 200), ball)
pygame.draw.aaline(screen, (200, 200, 200), (sw / 2, 0), (sw / 2, sh))

# Score
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        player_text = game_font.render(str(player_score), True, (200, 200, 200))
        screen.blit(player_text, (sw // 2 + 20, sh // 2 - 16))

        opponent_text = game_font.render(str(opponent_score), True, (200, 200, 200))
        screen.blit(opponent_text, (sw // 2 - 42, sh // 2 - 16))

        pygame.display.update()
        clock.tick(60)


WelcomeScreen = True
while WelcomeScreen:
    screen.fill(bg_color)
    for event in pygame.event.get():
        if event.type == pygame.KEYDOWN:
            if event.type == pygame.QUIT:
                WelcomeScreen = False

            if event.type == pygame.KEYDOWN:
                if event.key == pygame.K_SPACE:
                    WelcomeScreen = False
                    Start_Game(opponent_speed)
                if event.key == pygame.K_1:
                    level = 1
                    opponent_speed = 6
                if event.key == pygame.K_2:
                    level = 2
                    opponent_speed = 10
                if event.key == pygame.K_3:
                    level = 3
                    opponent_speed = 15

    if level == 1:
        pygame.draw.rect(screen, (255, 0, 0), pygame.Rect(sw // 2 - 190, sh - 400, 350, 70), 2)
    if level == 2:
        pygame.draw.rect(screen, (255, 0, 0), pygame.Rect(sw // 2 - 190, sh - 300, 350, 70), 2)
    if level == 3:
        pygame.draw.rect(screen, (255, 0, 0), pygame.Rect(sw // 2 - 190, sh - 200, 350, 70), 2)

    Welcome_Message = game_font.render("PING - PONG", True, (200, 200, 200))
    screen.blit(Welcome_Message, (sw//2-170, 20))

    Select_Level = game_font.render("SELECT LEVEL", True, (200, 200, 200))
    screen.blit(Select_Level, (sw//2-200, sh-500))

    Easy = game_font.render("EASY", True, (200, 200, 200))
    screen.blit(Easy, (sw // 2-90, sh-400))
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Medium = game_font.render("MEDIUM", True, (200, 200, 200))
screen.blit(Medium, (sw//2-130, sh-300))

Hard = game_font.render("HARD", True, (200, 200, 200))
screen.blit(Hard, (sw//2-90, sh-200))

Start = game_font.render("PRESS SPACE TO START", True, (200, 200, 200))
screen.blit(Start, (sw//2-360, sh-100))

clock.tick(60)
pygame.display.update()
```