For my game I decided to remake pong
Everything needed for pong:

Players 1 and 2
roof and floor
halfway line
ball
goal and score counting

Resetting ball position to middle

Player 2 ai

Beginning I recreated the pong arena referencing images online, so I made the roof and floor and the halfway line.

I found useful guides on the internet helping explain how to implement collision into my objects I created using a 2d rigid body I was able to add to everything except the middle line.

After exploring unity and how to code inside unity and help online, I learned how to add custom scripts to the objects and assign variables associated with them