- Get the ball bouncing around the screen

- Add a paddle and start adding user input handling

- Add collision between the paddle and the ball so we can continue to play the game

- Build the project on windows and make sure it compiles

- Add the second paddle with second user controls

- Add the main menu -> game screen flow

- Add in difficulty which will adjust the speed the ball moves at

- Add a vs AI mode and basic AI code for the paddle