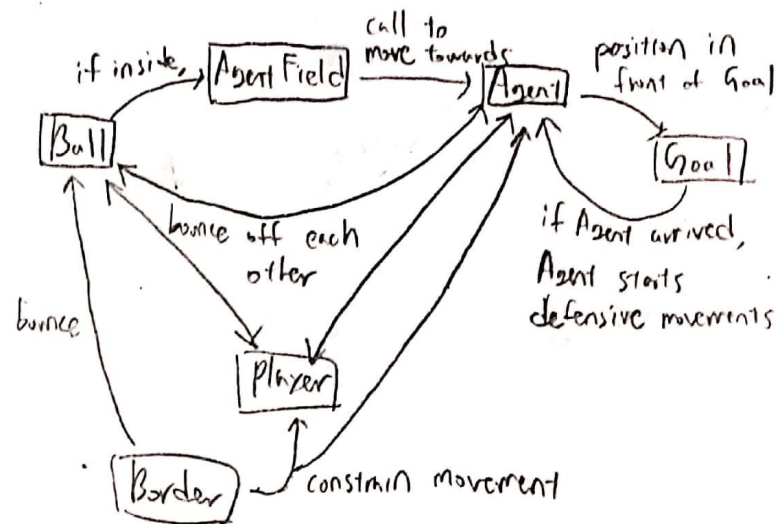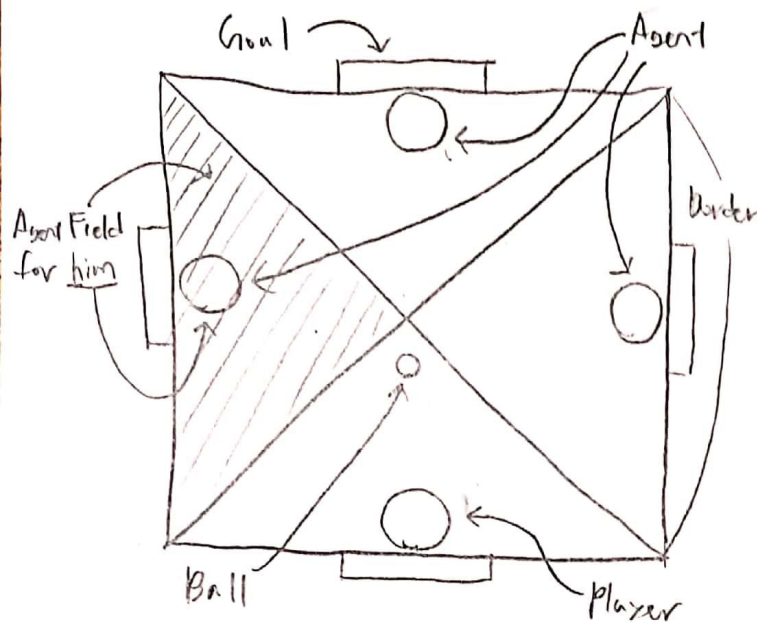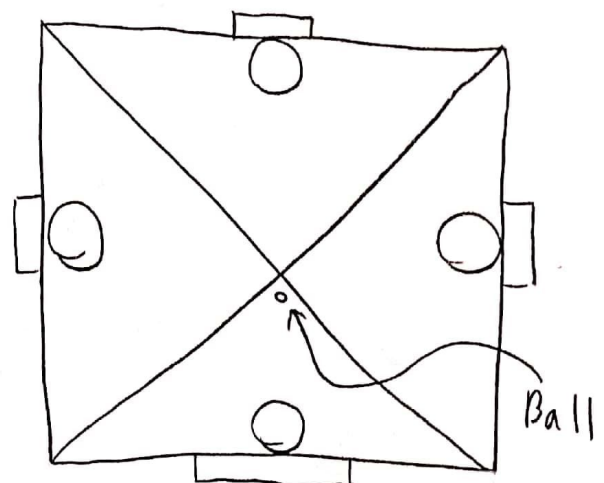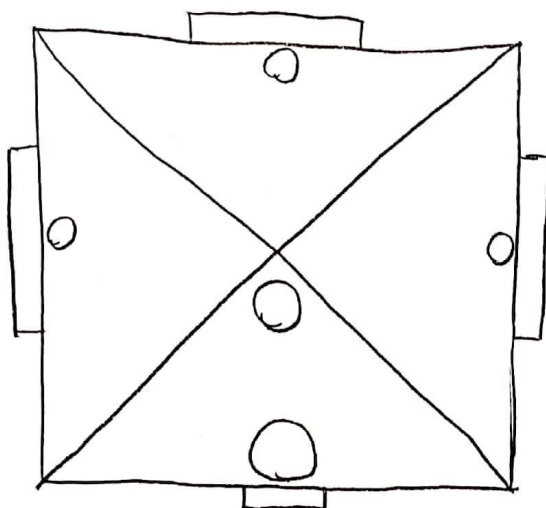I plan to create a game of air hockey, but against three computer agents that are somewhat intelligent. There will be four goals, on each side of the square screen, where the player takes the bottom side and the three agents take the top/left/right sides. Accordingly, the screen will be divided into four fields by the diagonal borders, which are to be used for one of the agents' movement logics to check if the ball or player is inside its assigned field, and if true, return in front of its goal to defend. With each game level, difficulty could be increased by decreasing the ball's size, increasing the ball's speed, increasing the agent's speed, decreasing the agents' goal size and increasing the player's goal size. Some useful classes could be Player, Agent, AgentField, Ball, Border, and Goal.

Goal · Agent · Border · Agent Field for him · Ball · Player

if inside → Agent Field → call to move towards → Agent → position in front of Goal

Ball → bounce off each other → Player

Goal — if Agent arrived, Agent starts defensive movements

bounce

Border → constrain movement

Example level up:

Ball faster
Agent faster