***Hit Pickup With Paddle***

**1. Description**

This use case allows the actor to activate a pickup.

**2. Actors**

User.

**3. Basic Flow**

{Moving to Pickup}

3.1: Actor presses up or down to try and collide with the pickup.

3.2: System moves the paddle in that direction.

{Activating Pickup}

3.3: Actor collides with pickup.

3.4: System registers collision and provides pickup benefits to actor.

**4. Alternative Flows**

4.1: At {Moving to Pickup}, System does not detect a collision with the pickup.

4.2: System does nothing and player weeps.