***Hit Traditional or Bonus Ball With Paddle***

**1. Description**

This use case lets an actor hit a traditional or bonus ball with their paddle

**2. Actors**

User

**3. Basic Flow**

{Hit Ball With Paddle}

1. The actor uses Move Paddle to move their paddle in front of the ball
2. When the ball hits the paddle, the system bounces the ball off the paddle at an angle based on the location of the ball collision with the paddle and updates the number of hits for the player controlling the paddle

**4. Alternative Flows**

*4.1. Handle Not Moving Paddle*

At {Hit Ball with Paddle} if the actor doesn’t need to move the paddle to hit the ball,

1. The use case proceeds to Step 2

*4.2. Handle Ball Hit by Top or Bottom of Paddle*

At {Hit Ball with Paddle} if the actor hits the ball with the top or bottom of paddle,

1. The system bounces the ball vertically off the paddle without updating the number of hits for the player controlling the paddle