***Lose Ball Use Case***

**1. Description**

Actor is unable to hit ball and loses a point.

**2. Actors**

User.

**3. Basic Flow**

{Move to Ball}

3.1: Player presses keys to try and move towards the ball.

3.2: System moves player in the direction they pressed.

{Miss Ball}

3.3: System does not register contact between player and ball.

3.4: System rewards point to other player.

**4. Alternative Flows**

4.1: At {Miss Ball}, system instead registers a hit.

4.2: Ball bounces off paddle and no points are rewarded.