***Lose Game Use Case***

**1. Description**

Enemy AI has enough points to win the game against User.

**2. Actors**

User, Enemy AI.

**3. Basic Flow**

{Lose Point}

3.1: At {Miss Ball}, System rewards a point to Enemy AI.

{Lose Game}

3.2: {Lose Point} repeats until point threshold is met.

3.3: System displays a message notifying User they lost.

**4. Alternative Flows**

4.1: At {Lose Game}, Enemy AI does not have enough points to win.

4.2: System does not display lose message and game continues as normal.