***Move Paddle Use Case***

**1. Description**

This use case lets an actor move their paddle

**2. Actors**

User

**3. Basic Flow**

{Move Paddle}

1. The actor presses the appropriate key to move their paddle up or down
2. The system moves the paddle in the appropriate direction by the appropriate amount

**4. Alternative Flows**

*4.1. Handle Moving Past Top of Playfield*

At {Move Paddle} if the actor is moving the paddle up and the paddle is at the top of the playfield,

1. The system clamps the top of the paddle to the top of the playfield

*4.2. Handle Moving Past Bottom of Playfield*

At {Move Paddle} if the actor is moving the paddle down and the paddle is at the bottom of the playfield,

1. The system clamps the bottom of the paddle to the bottom of the playfield