***Hit Ball with Paddle Use Case***

**1. Description**

This use case lets an actor hit a 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

**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