***Hit Pickup Block with Ball Use Case***

**1. Description**

This use case lets an actor hit a pickup block with a ball

**2. Actors**

User

**3. Basic Flow**

{Hit Block with Ball}

1. The actor uses Hit Ball with Paddle to hit a pickup block with a ball
2. When the ball hits the pickup block, the system bounces the ball off the block at the appropriate angle and removes the block from the game. The system also applies the appropriate effect to the player’s paddle (freezer) or balls in play (speedup) and adds 5 points to the player’s score.

**4. Alternative Flows**

Not applicable