***Hit Standard or Bonus Block with Ball Use Case***

**1. Description**

This use case lets an actor hit a standard or bonus 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 standard or bonus block with a ball
2. When the ball hits the standard or bonus block, the system bounces the ball off the block and removes the block from the game. The system also adds 1 point (standard block) or 2 points (bonus block) to the player’s score

**4. Alternative Flows**

Not applicable