***Lose Ball Use Case***

**1. Description**

This use case lets an actor lose a ball. This is not likely to be deliberate

**2. Actors**

User

**3. Basic Flow**

{Lose Ball}

1. The actor lets a ball go past the paddle
2. The system removes the ball, reduces the number of balls the player has left to lose, and updates the display of the number of balls the player has left to lose

**4. Alternative Flows**

Not applicable