***Lose Game Use Case***

**1. Description**

This use case lets an actor lose the game. This is not likely to be deliberate

**2. Actors**

User

**3. Basic Flow**

{Lose Ball}

1. The actor uses Lose Ball to lose a ball
2. If the number of balls the player has left to lose is zero, the system pauses the game, displays a message showing the player's final score, then returns to the Main Menu after 5 seconds. Otherwise, end use case

**4. Alternative Flows**

Not applicable