***Move Paddle Use Case***

**1. Description**

This use case lets an actor move their paddle

**2. Actors**

User

**3. Basic Flow**

{Move Paddle}

1. The actor presses the appropriate key to move their paddle left or right
2. The system moves the paddle in the appropriate direction by the appropriate amount

**4. Alternative Flows**

*4.1. Handle Moving Past Left Edge of Playfield*

At {Move Paddle} if the actor is moving the paddle left and the paddle is at the left edge of the playfield,

1. The system clamps the left edge of the paddle to the left edge of the playfield

*4.2. Handle Moving Past Right Edge of Playfield*

At {Move Paddle} if the actor is moving the paddle right and the paddle is at the right edge of the playfield,

1. The system clamps the right edge of the paddle to the right edge of the playfield