

UC Hit Brick (Group 30 "AKA")
Summary: Bricks placed on the game board
Priority: High
Extends: UC Move Pad, UC Hit Ball

Normal flow: Pad hits the ball which hits a brick.

	Actor	System
1	Player moves pad	
2		Ball is deflected and hits a brick
3		The brick is removed
4		Check if any bricks left
5		Check if special brick
6		Ball bounces off in a new direction

Normal flow: Pad hits ball which hits a special brick.

	Actor	System
1	Player moves pad	
2		Ball is deflected and hits a brick
3		The brick is removed
4		Check if any bricks left
5		Check if special brick
6		Special brick hit, spawn bonus item at brick's old position.
7		Ball bounces off in a new direction

Normal flow: Pad hits the ball which hits a last brick.

	Actor	System
1	Player moves pad	
2		Ball is deflected and hits the last brick
3		Current level ends, new level begins.