1. Set up a Game
Summary: Starting Up the Game
Priority: High
Includes: Playing Game
Participator: Actor is a user that uses the application
Normal Flow: The Game Starts

	Actor	System
1.		Main menu screen is shown
2.	The Actor starts a game	
3.		Play the game

2.Go to Option Menu
Summary: Going to the Option Menu
Priority: High
Participator: Actor is a Player
Normal Flow: "Going to options menu from the main menu"

	Actor	System
1.	The Actor goes to the Option menu	
2.		Show Options Menu
3	Actor changes options	
4		Change the options
5		The Main Menu Screen is shown

Alternate Flow: "Going to options menu from in game"

	Actor	System
1.	The Actor goes to the Option menu	
2.		Show Options Menu
3	Actor changes options	
4		Change the options
5		Return to the game

3. Exit Application
Summary: The Player exits from the application
Priority: High
Participator: Actor is a Player
Normal Flow: Exiting the Application

	Actor	System
1.		Main Menu Screen is Shown
2.	The Actor is given the option to close the application	
3.		The System Closes the application

Alternative Flow: The Game is Closed during game session

	Actor	System
1.	The game pauses and the Actor is given the option to close the Application	
2.		The System Closes the application

4. Use Power Up

Summary: The Player chose to activate a power up

Priority: High

Participator: Actor is a Player

Prerequisite: The Player has a Power up

Normal Flow: The program activates the following power up from the special brick

	Actor	System
1.	Actor activates a Power Up	
2.		The System activates the Power Up

5. Game over
Summary: The Player loses the game
Priority: High
Participator: Actor is a Player
Prerequisite: The Point Cap was reached
Normal Flow: When the point cap is reached, the winner is declared and stats are shown

	Actor	System
1.	Actor has reached the prerequisite condition	
2.		Declare the winner
3.		Show stats
4.		The Main Menu Screen is shown

6. Playing Game
Summary: The Players starts up the Game
Priority: High
Includes: Move Pad, Power Up,Game Over
Participator: Actor is a Player

Normal Flow: The Player plays the Game

	Actor	System
1.	The Actor Moves the Pad	
2.		Includes Move pad
1.2	The Actor Used Power Up	
2.2		Includes Power Up
1.3	The Actor reached the point Cap	
2.3		Includes Game Over

7. Go to Main Menu
Summary: Player starts the Application
Priority: High
Participator: Actor is a player that uses the application

Normal Flow: The Actor Started the application

	Actor	System
1.	The Actor Starts up the Application	
2.		Main Menu is shown

Alternate Flow: The Actor goes to Main Menu During a Game

	Actor	System
1.	The Actor goes to the Main Menu during the game	
2.		Pause the Game
3.		Main Menu is Shown

Alternate Flow: The Actor goes to Main Menu from the Options Menu

	Actor	System
1.	The Actor goes from the Option Menu to the main Menu	
2.		Main Menu is Shown

8. Move Pad

Summary: Player moves pad left or right on the board
Priority: High
Participator: Actor is a player
Normal flow: A player controlled pad is moving across game board

	Actor	System
1.	Actor moves pad to the left	
2.		Pad moves left orbiting around the center
1.2	Actor moves pad to the right	
2.2		Pad moves right orbiting around the center

9. Hit Ball

Summary: Player pad hits ball which is deflected back towards game area.
Priority: High
Participator: Actor is a Player
Extends: Move Pad
Normal flow: Player pad hits ball, the ball is deflected with increased speed.

	Actor	**System**
1.	Actor's pad hits ball	
2.		Player's pad moves to outer position
3.		Other pad moves to inner position
4.		Change ball's direction and speed.

10. Hit Brick

Summary: Bricks placed on the game board
Priority: High
Participator: Actor is a player
Extends: Hit Ball

Normal flow: The player hits the ball and is on collision course against a brick

	Actor	System
1.	Player's pad hits the ball	
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

Alternative 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.		Give a Power Up to Actor
7.		Ball bounces off in a new direction

Alternative flow: Pad hits the ball which hits the last brick.

	Actor	System
1.	Player's pad hits the ball	
2.		Ball is deflected and hits the last brick
3.		Check if special brick (goto 4.1)
4.		Current level ends, new level begins.
4.1		Give a Power Up to Actor (goto 4)

11. Miss Ball

Summary: Player moves pad across the game board and fails to hit the ball
Priority: High
Extends: Move Pad
Participator: Actor is a Player
Normal flow: Both players miss ball, score to player to last hit ball, start new match

	Actor	System
1.	Actor's move pads	
2.		Neither pad hits ball, and ball exits game area
3.		Score to the player that hit the ball most recent
4.		New ball served by player's pad at inner position