

UC Move Pad (Group 30 "AKA")

Summary: Player moves pad across the game board

Priority: High

Normal flow: A player controlled pad is moving across game board

	Actor	System
1	Player press "left" key	
1.2		Pad moves clockwise orbiting around board center
2	Player press "right" key	
2.2		Pad moves in counterclockwise around board center

Normal flow: Player press "attack" key to serve a new ball

	Actor	System
1		A new ball is attached at center of a player's pad
2	Player press "left" key	
2.1		The pad is moved clockwise, the ball follows
3	Player press "right" key	
3.1		The pad is moved counterclockwise, the ball follows
4	Player press "attack" key	
4.1		The ball is released, moving towards center of game

Alternative flow: Player serving new ball, doesn't press "attack" key to release ball.
Ball is automatically served after 3 seconds.

	Actor	System
1		A new ball is attached at center of a player's pad
2		3 seconds pass since ball is served, no player input
3		The ball is released, moving towards center of game

Normal flow: Player moves pad to intercept ball, the ball is hit and bounces back.

Includes: UC Hit Ball

	Actor	System
1	Player moves pad	
2		The ball hits the pad
3		The pad moves to outer edge of game board
4		Opponent's pad moves to inner edge of game board
5		Calculate new ball direction based on deflection angle
6		Slightly increase the ball's speed

Alternative flow: Inner player miss ball, outer player hit and deflect the ball back.

Includes: UC Miss Ball, UC Hit Ball

	Actor	System
1	Inner player miss ball	
2	Outer player hits ball	
3		Calculate new ball direction based on deflection angle

Normal flow: Neither player hits ball and ball exits game area.

Includes: UC Miss Ball, UC Game Over

	Actor	System
1		Ball moves towards edge of game board.
2	Inner player moves pad	
2.1	Outer player moves pad	
3		Either pad miss the ball which exits game area
4		Score goes to player in the inner position
5		Check if the player got 10 points, ending the game
6		Respawn new ball by pad at inner position.