**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. |