

# Use case: Throw ball

This use case describes how a player throws the ball held in its hand

Priority: High

Extends: Pick up ball

Participating actors

- Player
- Ball

Normal flow of events

1. User: Player has a ball which it throws
2. Game: The game recognizes that the player has lost control of the ball and displays the ball moving along its trajectory.

Exceptional flow a) Player is not holding a ball

1. User: Player tries to throw a ball
2. Game: Nothing happens