Use case: Pick up ball

This use case describes how a player picks up the ball

Priority: High

Participating actors
- Player
- Ball

Normal flow of events
1. User: Player moves to a ball and picks it up
2. Game: The game recognizes that the player has the ball and displays this on the screen.

Exceptional flow a) Player is not close to a ball
1. User: Player tries to pick up a ball which is too far away
2. Game: Nothing happens