

Use case: Knock out

This use case describes how a player knocks out another player

Priority: High

Extends: Throw ball

Includes: Score

Participating actors

- Two players, A and B, on different teams
- Ball

Normal flow of events

1. User: player A throws a ball that hits player B at a sufficiently high speed
2. Game: The game recognizes that player B is hit, awarding player A with score and rendering player B incapable to pick up any flags for a set amount of time