**Use Case UC5: Hit the Enchanted Sphere**

**Scope:** “Need for Spear”  
**Level:** User Goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player: Wants to hit the enchanted sphere with the right angle to shoot the target obstacles.

**Preconditions:** Player has enough chances to be able to play the game.

**Success Guarantee (Postconditions):** The Noble Phantasm must be placed such that it hits the enchanted sphere before the sphere goes beyond the screen. The sphere should deflect the NP’s upper surface to hit the target obstacles.

**Main Success Scenario:**

1. Player moves/rotates the Noble Phantasm correctly.
2. The enchanted sphere deflects from the upper surface of the Noble Phantasm.
3. Enchanted sphere leaves the NP with a Vy>0.

**Extensions:**

1a. Noble Phantasm’s misses the enchanted sphere.

1. Enchanted sphere falls.
2. Player loses a chance.

2a. Enchanted sphere hits the upper corner of the Noble Phantasm:

1. The sphere deflects with a 45 degree angle.

2b. Enchanted sphere hits the side/lower corner of the Noble Phantasm:

1. The sphere falls and leaves the screen.
2. Player loses a chance.

**Frequency of Occurrence: Very frequently**