



Use case: Move the Paddle

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Purpose: Move the paddle in the available directions

Overview: The Player pushes one or more of the available movement keys (either the arrow keys or wasd keys). The system will then move the paddle in the direction corresponding to these keys. This system includes a method to make sure that the paddle is kept within the boundaries of the air hockey table. The paddle can also hit the puck, and when it does the puck should then move.

Cross reference: Issue #30, #31 and #32

Actors: Player

Pre-conditions: The paddle must be in bounds

Post-conditions: The paddle must be in bounds