

Use case: User pressing a button Author: Benjamin Provan-Bessell

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Purpose: Show the player can press the buttons, and it then moves the paddle

Overview: The player pushes one or more of the available buttons. This links to the move

use case, as pressing a button will move the paddle in the corresponding direction.

Cross reference: Issue #30 and #31

Actors: Player

Pre-Conditions: A game is in progress

Post-Conditions: NA