

Basic Course:

The system generates a new target and Initializes the Aim Trainer gameplay page. The User clicks a target. The system checks if the timer has not yet finished. The system removes the clicked target, increments the score, generates a new target and displays the Aim Trainer gameplay page with the new target. After the timer runs out, the system saves the player's score to the high score entry and displays the score of the player.

Alternate Course(user is logged out):

After the timer runs out, the player's score is not saved.

