User Case: Gamer

For Paul daydreaming in school about Grand Theft Auto was in particular one of the best assignments he would enjoy. Paul often times thought about some of the levels and figuring out how to pass the levels. Brainstorming ideas about either stealing the airplane in the airport and taking it for a cruse was often times the objective. Paul failed at every attempt and with every attempt he forgot what he had done and continued repeating the same instance.

Pete was his study partner in detention and while at one of those events Pete dropped his iPhone while trying to submit a list of jokes he had recorded for himself. Well Paul was interested in the app because he had a great idea. Using the app to record his progress in the game would help him tally the events that had taken place and help him gain information about his history and help him record his plans for the event.

At home Paul used the app in his android phone and started to plug in all the tasks he tried for getting access to the airplane. He manages to find a fast enough car that would speed up the mountain cliff and fly over the gate. It worked and he added that as the ultimate task to get access to the airplane. He sorted out the list and placed the fast car to the top of the list and kept it to remember it by.