What is claimed is:

1. A method for user authentication, the method comprising:

rendering, by a server to a user on a computing device, a graphical user interface that displays a plurality of objects in random motion;

determining, by the server based on a set of factors, a plurality of confidence scores for a sequential selection of the plurality of objects performed by the user such that a confidence score of the plurality of confidence scores corresponds to a selection of an object of the plurality of objects;

authenticating, by the server, the user based on the plurality of confidence scores; and

changing, by the server, an existing way of movement of only objects that are yet to be selected, when an aggregate of one or more confidence scores corresponding to one or more objects that have been previously selected from the plurality of objects is less than a threshold value, wherein the movement of only the objects that are yet to be selected is changed in a predetermined way,

wherein when the one or more objects are selected, the one or more objects become static.

2. The method of claim 1, further comprising:

recording, by the server, over a period of time test data of the user; and

training the server to authenticate the user based on the test data of the user.

3. The method of claim 2, wherein the test data of the user is associated with one or more sequential selections performed by the user over the period of time.

4. The method of claim 1, further comprising:

extracting, by the server, based on the set of factors, data points associated with the sequential selection of the plurality of objects.

5. The method of claim 1, wherein the set of factors includes a path traced by the user to connect a previously selected object to the selected object.

6. The method of claim 1, wherein the set of factors includes positions of the selected object and remaining objects that are yet to be selected from the plurality of objects with respect to a previously selected object.

7. The method of claim 1, wherein the set of factors includes speeds of the selected object and remaining objects that are yet to be selected from the plurality of objects.

8. The method of claim 1, wherein the set of factors includes a time duration for selecting the object.

9. The method of claim 1, further comprising capturing, by the server, at least one of a thought process or subconscious choice of the user based on at least one of the set of factors.

10. A system for authenticating a user, the system comprising: a server, implemented at least partly in hardware, configured to:

render, to the user on a computing device, a graphical user interface that displays a plurality of objects in random motion;

determine, based on a set of factors, a plurality of confidence scores for a sequential selection of the plurality of objects performed by the user such that a confidence score of the plurality of confidence scores corresponds to a selection of an object of the plurality of objects;

authenticate the user based on the plurality of confidence scores; and

changing an existing way of movement of only objects that are yet to be selected, when an aggregate of one or more confidence scores corresponding to one or more objects that have been previously selected from the plurality of objects is less than a threshold value, wherein the movement of only the objects that are yet to be selected is changed in a predetermined way,

wherein when the one or more objects are selected, the one or more objects become static.

11. The system of claim 10, wherein the server is further configured to:

record over a period of time test data of the user; and

train to authenticate the user based on the test data of the user, wherein the test data of the user is associated with one or more sequential selections performed by the user over the period of time.

12. The system of claim 10, wherein the server is further configured to:

extract, based on the set of factors, data points associated with the sequential selection of the plurality of objects.

13. The system of claim 10, wherein the set of factors includes a path traced by the user to connect a previously selected object to the selected object.

14. The system of claim 10, wherein the set of factors includes positions of the selected object and remaining objects that are yet to be selected from the plurality of objects with respect to a previously selected object.

15. The system of claim 10, wherein the set of factors includes speeds of the selected object and remaining objects that are yet to be selected from the plurality of objects.

16. The system of claim 10, wherein the set of factors includes a time duration for selecting the object.

17. The system of claim 10, wherein the server captures at least one of a thought process or subconscious choice of the user based on at least one of the set of factors.

18. A method for processing transactions, the method comprising:

receiving, by a server from a computing device, a transaction request for a transaction initiated by a user;

rendering, by the server to the user on the computing device, a graphical user interface that displays a plurality of objects in random motion based on the transaction request;

determining, by the server based on a set of factors, a plurality of confidence scores for a sequential selection of the plurality of objects performed by the user such that a confidence score of the plurality of confidence scores corresponds to a selection of an object of the plurality of objects;

authenticating, by the server, the user based on the plurality of confidence scores, wherein the transaction is processed when the user is authenticated; and

changing, by the server, an existing way of movement of only objects that are yet to be selected, when an aggregate of one or more confidence scores corresponding to one or more objects that e-Fe have been previously selected from the plurality of objects is less than a threshold value, wherein the movement of only the objects that are yet to be selected is changed in a predetermined way,

wherein when the one or more objects are selected, the one or more objects become static.

19. The method of claim 18, wherein the server captures at least one of a thought process or subconscious choice of the user based on at least one of the set of factors.