This project will be a video game that runs using the C# programming language and the Unity game engine. The player will be a coffee deprived armadillo that will fight through three levels with different themes. The player will encounter lots of minions, but at the end of each level, there will be a boss that will be guarding some ingredient for making coffee. If the player manages to defeat all the bosses then the game will end, and a cup of coffee will be rewarded. As a side effect of vanquishing all this evil, the world will be better. There will be some sound and some basic puzzles sprinkled throughout each level. This project is obtainable because there will be planning in the form of a Gantt chart, a data flow diagram, IPO Charts and flow charts. Progress on this project will occur in the classroom, as well as some work at home, so deadlines will not be an issue. A Gantt chart has been created to break up this project into tasks, with their own deadlines, so that this project and presentation is completed by the end of April. Creating this project will improve a programmer’s experience with C# and Unity of course, but also with the efficiency of logic that is used, since poor code design will result in lower performance. This project may also serve as an effective example of a programmer’s knowledge when they are hiring for a job, or as a benchmark to critique on after a secondary education.