Our company is comprised of just the two of us. We have little in terms of investment capital, but what we do have is our time, skills, and knowledge. We decided our business will start by developing a mobile app game. Our game will be done on a 2D map, and represents a factory gathering resources. It then routes these to different machines thru the factory that produce items from 1 or more resources, which then may go to other machines to produce a final product. There could also be machines that recycle items. Our priority is to get an income stream started up and continuing for our business. We will be developing our application with Android Studio and releasing it thru Google Play. Our software model is primarily Incremental using an Agile method. The logic behind this is to get an application to market quickly to start getting income and feedback from users. We will release extra content for users and have upgrades with added features like, user created maps, better AI making higher difficulty levels, multiple user play, and other features possibly suggested by users. Our choice of Agile versus Plan-driven is also based on being quick to market and being able to be adaptable to user inputs. We will also be using some integration, code re-use, for some of the methods. As there have been 2D map, resource gathering games before, like Command and Conquer, there is code and algorithms available for us to use. Integration of this existing code should speed up development and give us code that has already been tested. Using these methods, we will accomplish our primary goal of getting an income stream for our business quickly.