For our project, we will be making a game, in the form of an app for the Andriod. We will develop this game in the engine Unity, which will allow us to easily port it to Android. In our game, a steady flow of cows will move across the bottom of the screen. You will control a UFO moving above the flow of cows, swiping up on the screen to abduct the cows before they make it across the edge of the screen. This game will cater to casual gamers, or any user that plays games on their mobile Android. The challenges we will have to face include learning the software (Unity, Paint.net (or other software to make pixel art)) and planning out all the mechanics of the game. The major tasks will likely be in the form of a planning phase, where we lay out the mechanics of the game, a programming/creating phase, in which we create a working prototype of the game, and a polishing phase, in which we work on improving the smaller details of the game (art, GUI, animations, etc.). The final deliverable will be a working prototype of our game in the form of an Android package app. We don't know how far we will get on the polishing phase, or if we will get there at all, but if we have any time left over after finishing a working prototype we will spend that time polishing the game.