Project Scope:

The game’s prototype is set to be completed at the end of this term, Week 10. The full game will then be complete by the end of next term.

In order for the prototype to be considered complete, it must include these features:

* Touch Controls – Move UFO by tapping and abducting cows by swiping
* Main Menu
* Point accumulation
* Cow varieties – Normal, Sick, Explosive, Golden, etc.
* “Game Over” conditions – 0 Lives Left
* Prototype Sprites – UFO and Cow animations, as well as a background
* Endless Mode – The first mode to be included in the game

If there’s enough time to do so, these features could also be included:

* Save/Load during play
* Scoreboard

Most likely, there will not be enough time to complete these features in time for the prototype, but will be included in the final game:

* Campaign Mode – Unique, sequential levels
* Upgrades and Abilities
* Complete art assets (Final Sprites, Backgrounds, and Music)