Provisional Art Assets:

* Sprites for the Menu buttons, including (presumably) sliders for game audio (sfx/music) and other settings.
* Main Menu/Title Screen Background
* Game Logo/Title Image
* Game Mode Select Screen (Quick Play vs. Campaign)
* Main Stage Background & Foreground (Later versions may include variations of these)
* Cow sprites, one for each unique type
* Cow-tapult sprite
* UFO sprite, along with the sprite for its tractor beam.
* HUD Icons (To Be Determined; Probable items include Lives/Health, Points, and Stage Number.)
* Upgrade Screen + Icons for the upgrades
* Results Screen (Displayed once a level is over/a Game Over occurs)
* Leaderboard/Scoreboard Screen