The games name is The Galactic explorer. The setting is the infinite cosmos that is space. The lore is that a robot from a distant planet sets out into space to obtain special materials for the planet. On the way he gets involved with a war that has nothing to do with him and has to fight to survive. Games like cave story and mario; side scroller adventure games; inspired this game. The game will be split into two segments.

An open world map in space exploring section, where you fly around and sometimes encounter enemy ships,

and a 2d exploration section where you explore different planets and try to discover their secrets.

In the overworld section there will be different planets and other interactable that you can shoot and fly through,

in the 2d section there will be your main weapon and maybe a few others to increase the diversity of combat.

You will be able to collect objects that increase your overall score.

I would like to have at least 3 different bosses and 3 different weapons. The overworld ship may obtain an ability that allows you to proceed further into the game