***Cosmos (by Dega Games)***

***Genre:*** *Cosmos is a shoot'em up game with a retro-futuristic vibe. It’s all about navigating through waves of enemies and tackling big boss battles in an arcade-style setting. The gameplay is fast-paced, requiring quick reactions and good timing, offering a modern spin on a classic arcade experience.*

***Game's story:*** *Set in "a retro-futuristic city", players control “Savior”, whose mission is to defend Earth from alien invaders.*

***Game's mechanics****: Players can choose between two different spaceships at the beginning of the game. Once selected, the ship navigates through intense levels filled with enemies. It can shoot in multiple directions, allowing players to eliminate threats while dodging incoming attacks and obstacles. Quick reflexes are essential to survive each level.*

***Target Audience:*** *Cosmos is aimed at players who love action-packed games, especially fans of arcade shooters and retro-futuristic themes. The game is designed for an audience aged 18-35, focusing on players who enjoy fast-paced gameplay with a nostalgic arcade feel.*

***Controls:***

***PC:***

* **Keyboard 🡪** Move: W, A, S, DShoot: Spacebar

***Atari:***

* **Left Joystick 🡪** Controls ship movement (up, down, left, right)
* **Fire Button 🡪** Shoots in the ship’s current facing direction.

***Referance: R-Type***

*R-Type serves as inspiration, especially for its classic, fast-paced arcade style and challenging boss battles. This influence helps shape Cosmos's design, where players encounter waves of enemies and tough bosses, creating a modern twist on the shoot'em up genre.*

***ekran görüntüsü içeren bir resim

Yapay zeka tarafından oluşturulan içerik yanlış olabilir.***

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