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

**Genre: Shoot 'em up (Shmup)**

**Overview**: Cosmos is a pixel-art shoot 'em up game with a retro-futuristic aesthetic. It focuses on fast-paced arcade-style gameplay, challenging players to navigate through waves of enemies, dodge obstacles, and engage in boss battles. The game aims to deliver a modern take on the classic arcade shmup experience.

**Game's Story**: In "Cosmos," humanity faces an unknown alien threat originating from deep space. Players assume control of a spaceship, embarking on a mission to confront this menace in space. As players progress through the cosmos, they discover that the alien assault has reached a distant planet, with the invasion spreading to its retro-futuristic cities. Their mission is to defend this planet by stopping the alien invaders both in deep space and on its surface.

**Game Mechanics:**

* **Dual Spaceship Selection**: Players can choose between two distinct spaceships, each with unique firing capabilities. The second ship features a powerful triple shot, allowing it to attack a wide area simultaneously**.**
* **Dynamic Enemy & Environment**: Features alien enemies that fire homing projectiles, and space-based obstacles like asteroids that require evasion or destruction.
* **Stage Transitions**: The game begins in space and transitions the battleground to Earth's retro-futuristic cities in later stages, offering two distinct themed environments.
* **Two-Player Co-op:** Allows a second player to join, with the second player controlling the remaining ship if the first player selects one for solo play.
* **Health & Power Management:** Includes a player health bar (blue) and a secondary gauge (green-to-orange) likely used for special abilities or power-ups.
* **Boss Battles:** Features challenging boss encounters as a key component of the gameplay progression.

**Target Audience:** Cosmos is aimed at players who love action-packed games, particularly fans of arcade shooters and retro-futuristic themes. The game, focusing on players who appreciate fast-paced gameplay with a nostalgic arcade feel and pixel art aesthetics.

**Controls:**

**PC(Keyboard):**

* Move: W, A, S, D
* Shoot: 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.

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