***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 control Savior, moving through intense levels packed with enemies. Savior can shoot in multiple directions, helping players clear out enemies while avoiding incoming attacks and obstacles. Quick reflexes are key to surviving each level.*
* *Players can collect various power-ups during gameplay, like shields for extra protection, weapon upgrades for more firepower, and health packs to stay in the game longer. Each level has multiple stages and ends with a boss fight, offering a new challenge for players. The game rewards points for each defeated enemy and extra points for collecting power-ups along the way.*

***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.*

***Referance: Jamestown: Legend of the Lost Colony***

*Jamestown: Legend of the Lost Colony Jamestown 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, bilgisayar oyunu, video oyunu yazılımı, 3B modelleme içeren bir resim

Açıklama otomatik olarak oluşturulduekran görüntüsü, bilgisayar oyunu, dijital kompozit oluşturma, video oyunu yazılımı içeren bir resim

Açıklama otomatik olarak oluşturuldu