<https://blogs.unity3d.com/2019/09/20/how-the-lightweight-render-pipeline-is-evolving>

We are switching to URP, as it is more extendable, customizable and should provide more performant 2D-lightning for our game. In short we should be able to achieve better looking visuals without much extra work than we would have had to put into it anyways, if we were using the built-in renderer.