

The background is a vibrant, stylized space scene. It features large, flowing, organic shapes in shades of red, purple, and blue. Scattered throughout are numerous small white stars and several planets. In the top right, there's a large red planet with orange and yellow patterns, and a smaller yellow and orange striped planet below it. In the bottom left, there's a yellow and orange striped planet. Other planets in various colors (blue, purple, red) are also visible. The overall aesthetic is modern and artistic.

Update from week 6 (Mai 30th 2021)

# Ionic Defender

Led by JustGreg, releasing on June 27th 2021

Unity3D 2019.4.18f1

# State of the project

- More firepower with powerups
- Improved gamefeel with VFX
- New rendering pipeline



# Demo Time!





# Week 7 on trello!





# Come join us in

#team-ionic-defender

# THANKS!



Do you have any questions?

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