Pitch from April 11th 2021

Ionic Defender

Led by Greg, releasing on June 27th 2021

Meet JustGreg (Grygoriy Kulesko)

First time project lead
Two times **game changer**

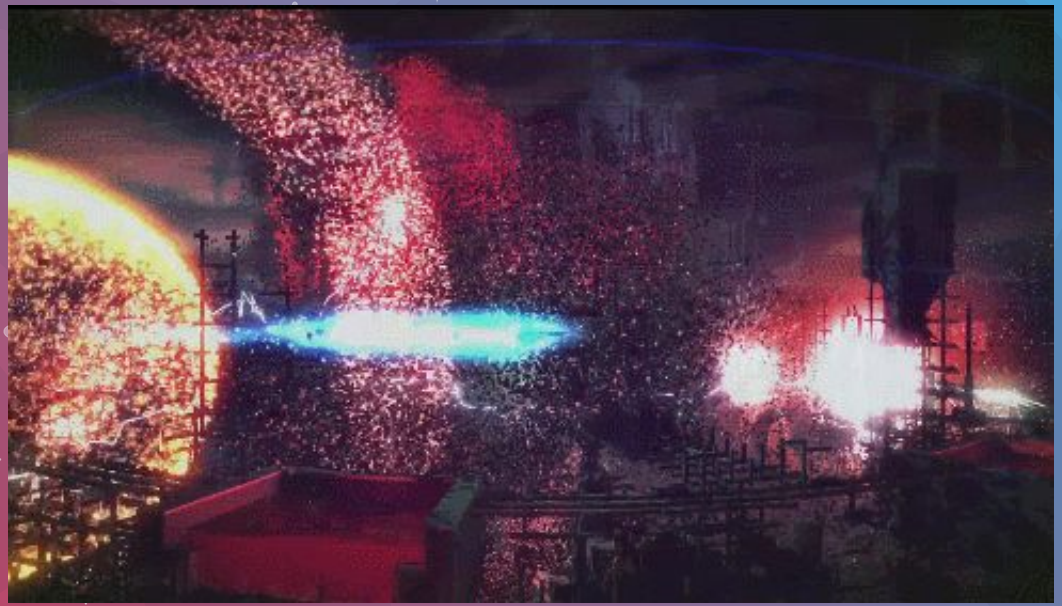
Contributed **mainly programming** to witches-and-guns, grimsnap and daggers-gate

Inspiration for gameplay

Missile Command
(orginal release 1980)
arcady 2.5D defense

But we’re doing it with tower defense-ish upgrades in a Sci-Fi setting

Inspiration for gamefeel



Resogun (ps4)
crammed view, style, effects, pulse wave

Inspiration for the tone

Azura's Wrath
defending against epic, overwhelming appearing cosmic danger

Demo Time!

80%
5
1
7
scrap
5
11
5
day 1

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01 **Goal**

Survive wave after wave

02 **Game-Over**

Total HP reaches zero

03 **Laser-Turret**

use a powerful laser beam vaporize the enemies

04 **Upgrades**

Collect scrap left by enemies as reward

Schedule is up on trello!

Things you can do!

Programming

enemy AI, procgen
waves, arcade style UI

Music

electric, chiptune,
maybe with rock parts

3D Art

Asteroids, weird alien
enemies, turrets and skyline
Epic 2D icons and stellar background welcome!

Sound effects

Sci-Fi laser and pew pew
sounds, also enemy and
building explosions

Come join us in

#team-ionic-defender

slidesgo