

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 shades of blue and purple are scattered across the scene.

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
(original release 1980)
arcade 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

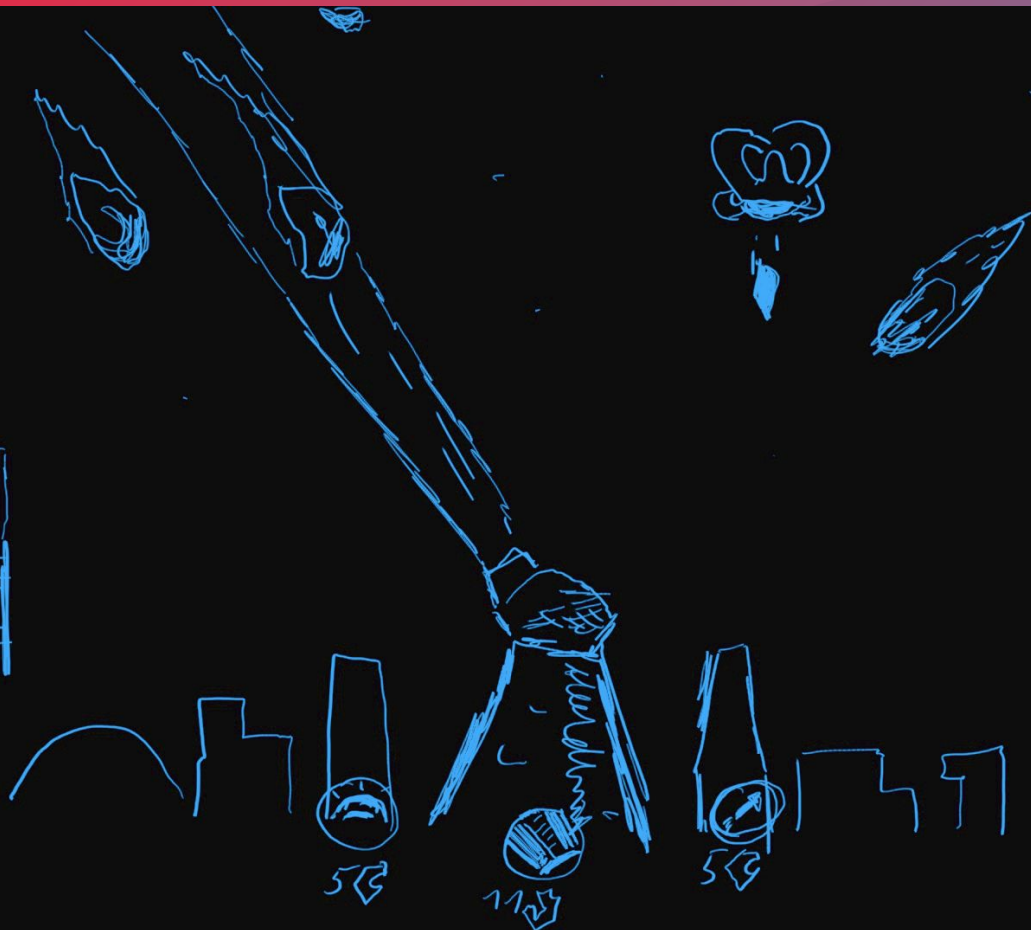




Demo Time!



80%



day 1

5
1
7
scrap

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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, progen
waves, arcade style UI

3D Art

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

Music

electric, chiptune,
maybe with rock parts

Sound effects

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



Come join us in

#team-ionic-defender

