

The background is a vibrant, stylized space scene. It features large, flowing nebulae in shades of red, purple, and blue. Scattered throughout are various celestial bodies: a large red planet with orange and yellow patterns in the top right, a yellow and orange striped planet in the bottom left, and several smaller, dark purple rocky planets. Numerous small white stars and sparkles are also visible.

Update from week 2 (Mai 2nd 2021)

# Ionic Defender

Led by JustGreg, releasing on June 27th 2021

Unity3D 2019.4.18f1

# State of the project

- Shaping the art style : a lot of new assets
- Central game mechanics in
- Game begins to feel more dynamic



# Demo Time!





# Week 3 on trello!





# Come join us in

#team-ionic-defender

# THANKS!



Do you have any questions?

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