

The background is a vibrant, stylized space scene. It features large, flowing nebulae in shades of red, purple, and blue. Several planets are scattered throughout: 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 blue and purple planets. Small white stars and dust particles are also visible.

Update from week 3 (Mai 9th 2021)

Ionic Defender

Led by JustGreg, releasing on June 27th 2021

Unity3D 2019.4.18f1

State of the project

- Making progress to the look of the game
- Efforts to better visualize the game state
- More variations to the enemies
- Collect scrap from destroyed enemies



Demo Time!





Week 4 on trello!





Come join us in

#team-ionic-defender

THANKS!



Do you have any questions?

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