

The background is a vibrant, stylized space scene. It features a gradient of colors from deep red and purple on the left to bright blue on the right. 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 planets. White stars of varying sizes are also visible. The text is centered and white, providing a high-contrast look against the colorful background.

Update from Week 1 (April 25th 2021)

# Ionic Defender

Led by JustGreg, releasing on June 27th 2021

Unity3D 2019.4.18f1

# State of the project

- Several members already joined
- Game design and art style discussions on slack
- Feels like a complete first iteration of the game concept



# Demo Time!





# Week 2 on trello!





# Come join us in

#team-ionic-defender

# THANKS!



Do you have any questions?

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