

Used Assets:

Music: [AlexBeroza Drive](#) & [djang59: Drops of H2O](#)

[Object Pooling](#)

[Dented Pixel: LeanTween](#)

[Avionx: Skybox Series Free](#)

[Synty Studios: POLYGON City - Low Poly 3D Art by Synty](#)

[Roman Papush: Ultimate Clouds with Shader Graph in Unity. Made Easy \[Tutorial\]](#)

[EngiGames: Best practices: Controlling buttons in Unity!](#)

[EngiGames: Best Practices: Controlling your game menus in Unity!](#)

some links to code extractions are directly referenced in the code