For the assets in Below, I’ve used the following entries from the Asset Store:

**Max Adventure Model** by Andres Olivella  
<https://www.assetstore.unity3d.com/en/#!/content/3012>  
  
**Rustic, Knobby Door** by Unity Technologies  
<https://www.assetstore.unity3d.com/en/#!/content/860>

**Yughues Free Ground Materials** by Nobiax/Yughues  
<https://www.assetstore.unity3d.com/en/#!/content/13001>

**FT\_CaveWorm** by Flying Teapot  
<https://www.assetstore.unity3d.com/en/#!/content/3317>

**Pixel Art Basic Plataform(sic) Pack** by FreeThePlayerOnGame  
<https://www.assetstore.unity3d.com/en/#!/content/20580>

**Melee Weapon Pack** by 3dnator  
<https://www.assetstore.unity3d.com/en/#!/content/11054>