Asset ID	Asset Name	Description	File Type	File Path	Status	Notes
sky box						
	Default Skybox					
terrain						
	MainTerrainMesh					
terrain textures						
	Grass_MAT					from https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036
	Dirt_MAT					from https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036
	Grass_1					from https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036
	Stone					from https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036
trees						
	Pine_01		prefab	Assets/JP Env	Y	from https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036
	Pine_02		prefab	Assets/JP Env	Y	from https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036
tree textures						
	tree1	tree_01	tree1	png	Assets/JP Env y	from https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036
	pine2	tree_02	tree2	png	Assets/JP Env y	from https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036
scene objects						

Barrel
Debris_A
Debris_B

| BuildingA | building habit | building norm | prefab | Assets/Aband | y | from https://assetstore.unity.com/packages/3d/environments/abandoned-buildings-62875 |
| BuildingB | building_torn | building brok | prefab | Assets/Aband | y | from https://assetstore.unity.com/packages/3d/environments/abandoned-buildings-62875 |

Hospital

scene object textures
Barrel_D
Barrel_N
Barrel_M
Debris_D
Debris_N
Debris_M