For this assignment, I decided that I wanted my style to come off as a bit more cartoony, so I added a global volume and I raised both the saturation and contrast higher to make the colors pop better. I also changed the tone mapping setting from ACES to Neutral to better help add to the style.

Low Poly Food Models: <https://assetstore.unity.com/packages/3d/props/food/low-poly-food-lite-258693>

Low Poly Factory Models: <https://assetstore.unity.com/packages/3d/props/industrial/low-poly-factory-machine-pack-demo-272637>

Background Music: <https://assetstore.unity.com/packages/audio/music/electronic/dark-future-music-3777>