Honda Civic Car Model - <https://www.cgtrader.com/free-3d-models/car/standard/honda-civic-si-coupe-2012>

Tools, additional models, and materials - Michael Bradley

Environment - Giridhar Chalumuri

Scripts - Yujie Zhang and Yiping Zhong

Temporary sounds - <https://www.assetstore.unity3d.com/en/#!/content/54116>

Highlight plugin - <https://www.assetstore.unity3d.com/en/#!/content/41508>

Road models - <https://www.assetstore.unity3d.com/en/#!/content/66152>

Skybox: <https://www.assetstore.unity3d.com/en/#!/content/21737>

Sounds:

Created and/or recorded by David Marks via AVID Protools. Other sources from Sound Ideas SFX Library.

1. “Background Ambience” <https://soundideas.sourceaudio.com/#!details?id=11513281> , <https://soundideas.sourceaudio.com/#!details?id=7617700> , <https://soundideas.sourceaudio.com/#!details?id=7628294> , <https://soundideas.courceaudio.com/#!details?id=11513280>
2. “Tire Iron Fall” <https://soundideas.sourceaudio.com/#!details?id=11483684>
3. “Ratchet Sounds” <https://soundideas.sourceaudio.com/#!details?id=7602617> , <https://soundideas.sourceaudio.com/#!details?id=7602614> , <https://soundideas.sourceaudio.com/#!details?id=7614546>
4. All other SFX, Voice Over and sound recorded, edited and created in AVID ProTools, v12.7.