**Asset List**

Below is a table compiling all created assets for the map, which were then implemented into the map by Zachari Cooper.

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| **Asset Name** | **Asset Creator** |
| Train, Hopper, Train Cars (and associated textures) | Douglas Simpson |
| Crane (and associated textures) | Douglas Simpson |
| Furnace (and associated textures) | Douglas Simpson |
| Terrain (and associated textures) | Zachari Cooper |
| Building (and associated textures) | Heather Bishop |
| Conveyer (corner/slope/straight/straight tall tiles and associated textures) | Heather Bishop |
| Lamp shade (and associated textures) | Heather Bishop |
| Pipes (and associated textures) | Heather Bishop |
| Railway entrance tunnel (and associated textures) | Heather Bishop |
| Pipe for rock dispenser (and associated textures) | Heather Bishop |
| Rock crusher (and associated textures) | Heather Bishop |
| Roof (and associated textures) | Heather Bishop |
| Roof internal walkway (and associated textures) | Heather Bishop |
| Smelting tank (and associated textures) | Heather Bishop |