SOURCES FILES

1. The name of the asset as it appears in the source files:
   - BEDRILL
   - HQP STUDIOS
   - Images
   - Sound
   - F1
   - Pack Free Cars
   - Menu Buttons

2. The original name of the asset and the location the asset came from:
   - **MAP - HQP STUDIOS**
     https://assetstore.unity.com/packages/3d/environments/rocks-and-terrains-pack-low-poly-281733

   - **ROADS - BEDRILL**
     https://assetstore.unity.com/packages/3d/environments/roadways/modular-lowpoly-track-roads-free-205188

   - **CAR - F1:**
     https://assetstore.unity.com/packages/3d/vehicles/land/formula-one-car-25693

     SOUNDS
   - **Game start sound**
     https://pixabay.com/sound-effects/game-start-6104/

   - **Engine Sound**
     https://pixabay.com/sound-effects/car-acceleration-inside-car-7087/

   - **Turning Sound**
     https://pixabay.com/sound-effects/search/burn%20rubber/

   - **Bumping To Border Sound**
     https://www.myinstants.com/en/instant/jixaw-metal-pipe-falling-sound-28270/

     PARTICLES
   - **particle systems**
     https://assetstore.unity.com/packages/vfx/particles/simple-fx-cartoon-particles-67834

   - **BACKGROUND OBJECTS**
     https://assetstore.unity.com/packages/3d/props/environment-track-lowpoly-cartoon-props-mobile-free-211494#content

- **BUTTONS ICONS**
  https://nectanebo.itch.io/menu-buttons

- **COINS**
  https://assetstore.unity.com/packages/3d/props/pirate-coin-207743

  IMAGES

- **Menu background**
  https://www.facebook.com/groups/222133265715327/

- **Victory background**
  https://shared.steamstatic.com/store_item_assets/steam/apps/264120/header.jpg?t=1732934434

- **Timer**
  https://www.freeiconspng.com/thumbs/timer-icon/timer-icon-15.png

3. A statement of whether the asset is used unchanged from the source, or if you have adapted it, what adaptations you have made.

   All scenes in "Scenes" folder and scripts in "Scripts" folder were created on our own. We used the F1 car for the game. Other packages like sounds and particles were incorporated into the game. Coin was used so that a player can collect them so as particles were added to create a little animation when the car hits an obstacle.