Incursion Marketplace Assets

I did not create the assets used in my project (meshes, sounds, animations, FX etc). The following is what I sourced to use:

Military Weapons Dark - Adia Entertainment

<https://www.unrealengine.com/marketplace/en-US/product/military-weapons-dark>

Military Weapons Silver - Adia Entertainment

<https://www.unrealengine.com/marketplace/en-US/product/military-weapons-silver>

Humanoids Creatures Pack - Bugrimov Maksim

<https://www.unrealengine.com/marketplace/en-US/product/humanoids-creatures-pack>

41 Animations For Monsters - Bugrimov Maksim

<https://www.unrealengine.com/marketplace/en-US/product/41-animations-for-monsters>

Modular Sci-Fi Weapons - Ebal Studios

<https://www.unrealengine.com/marketplace/en-US/product/modular-sci-fi-weapons>

Animation Starter Pack – Epic Games

<https://www.unrealengine.com/marketplace/en-US/product/animation-starter-pack>

Aggressive EDM Music Pack - Intersonic Sound

<https://www.unrealengine.com/marketplace/en-US/product/aggressive-edm-music-pack>

Modular SciFi Season 1 Starter Bundle - Jonathon Frederick

<https://www.unrealengine.com/marketplace/en-US/product/modular-scifi-season-1-starter-bundle>

Modular Scifi Season 2 Starter Bundle - Jonathon Frederick

<https://www.unrealengine.com/marketplace/en-US/product/modular-scifi-season-2-starter-bundle>

Monsters Sound Two - Mechanics Mechanics

<https://www.unrealengine.com/marketplace/en-US/product/monsters-sound-two>

FPS Military Arms - Quantum Assets

<https://www.unrealengine.com/marketplace/en-US/product/fps-military-arms>