Packages:

Modular humans - <https://assetstore.unity.com/packages/3d/characters/humanoids/humans/simple-modular-human-100162> (people, trees, benches, crowbar, axe, glock)

City - <https://assetstore.unity.com/packages/3d/environments/urban/city-package-107224>

(buildings, streets, lamps, letters, props)

Simple city - <https://assetstore.unity.com/packages/3d/environments/urban/simple-city-pack-plain-100348> (grass, street, sidewalk)

Weapons - <https://assetstore.unity.com/packages/3d/environments/urban/simple-city-pack-plain-100348> (crowbar, axe, guns)

Weapons - <https://assetstore.unity.com/packages/3d/props/guns/guns-pack-low-poly-guns-collection-192553> (More guns)

Parking garage - [https://assetstore.unity.com/packages/3d/environments/urban/parking-garage-complete-104909#content](https://assetstore.unity.com/packages/3d/environments/urban/parking-garage-complete-104909) (benches, doors, bushes, trees, signs, exit sign)