**Source File – CityRacer**

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* Simple City pack plain, [Simple City pack plain | 3D Urban | Unity Asset Store](https://assetstore.unity.com/packages/3d/environments/urban/simple-city-pack-plain-100348), This asset was used for our background with slight alterations to the box collider and duplicated and rotated to allow for the repeat background and also a bigger scene
* ARCADE: FREE Racing Car, [ARCADE: FREE Racing Car | 3D Land | Unity Asset Store](https://assetstore.unity.com/packages/3d/vehicles/land/arcade-free-racing-car-161085), This asset was used for our car with no alterations made.
* Gas Bottle, [Gas Bottle | 3D | Unity Asset Store](https://assetstore.unity.com/packages/3d/gas-bottle-22086), This asset was used for our powerup it was scaled down from its original size.
* We also used some assets and audio from the Create with code unity projects.

Cyberpunk / Sci-Fi SoundTrack, <https://assetstore.unity.com/packages/audio/music/electronic/free-cyberpunk-sci-fi-soundtrack-183868>, This asset was used to play background music with a bit of a city vibe on repeat.