

Assets

Mundo / World:

<https://assetstore.unity.com/packages/3d/environments/low-poly-alien-world-132329>

Unidad recolectora (robot esfera) /Collector

<https://assetstore.unity.com/packages/3d/characters/robots/robot-sphere-136226>

Rocas a recolectar / Rocks to collect:

<https://assetstore.unity.com/packages/3d/environments/sci-fi/low-poly-space-rocks-58385>

Unidad de artillería (soldado con rifle) / Artillery:

<https://assetstore.unity.com/packages/3d/characters/humanoids/sci-fi/sci-fi-soldier-29559>

Partículas de disparo / Shot particles:

<https://assetstore.unity.com/packages/3d/props/guns/stylized-m4-assault-rifle-with-scope-complete-kit-with-gunshot-v-178197>

Enemigo (insecto alien) / Enemy:

<https://assetstore.unity.com/packages/3d/characters/creatures/meshtint-free-polygonal-metalon-151383>

Efecto de selección / Selection effect:

<https://assetstore.unity.com/packages/tools/particles-effects/quick-outline-115488>

Base (caja para crear unidades):

<https://assetstore.unity.com/packages/3d/props/lowpoly-sci-fi-crates-free-146016>

Botones / Buttons:

<https://assetstore.unity.com/packages/2d/gui/sci-fi-gui-skin-15606>

Skybox:

<https://assetstore.unity.com/packages/2d/textures-materials/sky/skybox-series-free-103633>