1. What changes you made to the microgame.  Be specific: list the two models you used, the two SFX you modified or added, and the music element you changed.

I added the 4x4 kart asset model and an asset of an audience watching the racer. For music, I swapped the default background music with some eurobeats racing music. Finally, for SFX, I added cheering to the audience, and changed the sfx of completing a checkpoint

1. A list of credits for the content you added to the microgame. This should simply mention any external assets you used and where you got them: for example, if you found a music track on Open Game Art, give a link to that music track.

External Assets (All from unity asset store):  
4x4 Kart: <https://assetstore.unity.com/packages/3d/vehicles/4x4-kart-karting-microgame-add-ons-164146>  
Bleachers: <https://assetstore.unity.com/packages/3d/props/environment-track-lowpoly-cartoon-props-mobile-free-211494>

Checkpoint sfx: <https://assetstore.unity.com/packages/audio/sound-fx/epic-game-hits-sfx-36617>

Background Music: <https://assetstore.unity.com/packages/audio/music/electronic/super-eurobeat-pack-1-demo-133973>

Cheering: https://assetstore.unity.com/packages/audio/sound-fx/free-crowd-cheering-sounds-225494