**Map objects:**

//scary street with an abandoned storage

<https://www.turbosquid.com/3d-models/street-terror-obj-free/977270>

//Scary tree

<https://free3d.com/3d-model/low-poly-dead-tree-16797.html>

//Another scary tree

<https://www.turbosquid.com/3d-models/free-old-tree-3d-model/618348>

//Dead brain

<https://assetstore.unity.com/packages/3d/props/brain-meal-89596>

//Staff with a skull on top of it

<https://assetstore.unity.com/packages/3d/props/weapons/staff-of-pain-48820>

**Characters:**

//mutant queen (with shuteye ), but highlpoly

<https://www.turbosquid.com/3d-models/highpoly---3d-model-1217400>

//Demon doesn’t really look good, but kinda scary

<https://www.turbosquid.com/3d-models/demon-rig-ma-free/639934>

//Really cool demon lord, don’t know how to fit him though

<https://www.cgtrader.com/free-3d-models/character/fantasy/ancient-demon>

*(Inside the Unity store)*

//Scarecrow

<https://assetstore.unity.com/packages/3d/characters/humanoids/true-horror-scarecrow-pbr-47871>

//crawling demons

<https://assetstore.unity.com/packages/3d/true-horror-crawler-70609>

//not so modern zombie

<https://assetstore.unity.com/packages/3d/characters/humanoids/zombie-30232>

//Modern Zombie

<https://assetstore.unity.com/packages/3d/characters/humanoids/modern-zombie-free-58134>

**Useable items:**

//Flash Light

<https://www.turbosquid.com/3d-models/free-flashlight-games-light-3d-model/620550>

//Bone Saw

<https://www.cgtrader.com/free-3d-models/science/medical/bone-saw-834d58cd9043e4f4fff6bc909be4e558>

//Bloody axe

<https://assetstore.unity.com/packages/3d/props/tools/horror-axe-107507>