**Sources:**

*Models*

All models in the scene have been designed by the team in Maya.

*Sounds*

* *Drone sound:* <https://www.youtube.com/watch?v=-shMz1LPD-Y>
  + Though the sound has been taken from the above mentioned source, a clip from this sound file was taken, edited to a short loop, and then pitch-shifted down a small amount to make the rotor noise sound deeper than the source.
* *Target pass:* <https://freesound.org/people/shinephoenixstormcrow/sounds/337049/>
  + This sound is played to indicate when the drone has successfully passed through a target ring. Deprecated in favour of Pass Hoop.
* *Course Completion:* <https://freesound.org/people/elmasmalo1/sounds/350841/>
  + Used when the user has completed the entire course.
* *Pass Hoop:* <https://freesound.org/people/deleted_user_877451/sounds/76426/>
  + Plays when the user passes the hoop successfully.
* *Alarm sound:* <https://freesound.org/people/Lalks/sounds/316837/>
  + Plays when the user goes out of the course.

*Textures*

* *Asphalt:* <https://image.freepik.com/free-photo/asphalt-texture-close-up_1298-490.jpg>
* *Metal sheet on the walls and roof:* <https://i.pinimg.com/originals/92/3a/f9/923af9d0deb0f8f68ccdf7aad303364f.jpg>
* *Cargo boxes:* <https://www.turbosquid.com/3d-models/cardboard-box-obj-free/940229>
* *Textures used on elevated platform:* <https://www.assetstore.unity3d.com/en/#!/content/94277>
* *Textures for course taken from SteamVR:*
  + See thru
  + TeleportPointHighlighted