References

I used four packages from Unity Assets Store.

1. VRTK to simulate the VR headset and controllers to wander in the "Free City"

   https://assetstore.unity.com/packages/tools/integration/vrtk-virtual-reality-toolkit-vr-toolkit-64131

2. Models and materials from POLYGON City - Low Poly 3D Art by Synty, to construct the "Free City" scene in the movie "Free Guy"

   https://assetstore.unity.com/packages/3d/environments/urban/polygon-city-low-poly-3d-art-by-synty-95214

3. Car model and reference some scripts from Realistic Car Kit to control the vehicle

   https://assetstore.unity.com/packages/tools/physics/realistic-car-kit-18421

4. Cyborg model, just for fun haha.

   https://assetstore.unity.com/packages/3d/characters/cyborg-character-112661