Assets Sources:

**Start scene:**

Among Us pic: <https://i.pinimg.com/originals/e5/1f/80/e51f80397c0915b1a688a25d52e82648.png>

**Lobby and Map:**

Terrain: <https://assetstore.unity.com/packages/3d/environments/landscapes/terrain-sample-asset-pack-145808>

Blender: <https://www.blender.org/>

* We used blender to create 3D among us avatar
* These avatars represents the players in the game.

Fuel tank and trash can: <https://assetstore.unity.com/packages/3d/props/waste-can-pbr-224775>

Server room: <https://assetstore.unity.com/packages/3d/environments/lowpoly-server-room-props-197268>

Electric turret: <https://assetstore.unity.com/packages/3d/characters/electric-turret-36698>

Lightbulb: <https://assetstore.unity.com/packages/3d/props/interior/lightbulb-218258>

Lowlypoly: <https://assetstore.unity.com/packages/2d/textures-materials/metals/stylize-metal-texture-153572>

Table: <https://assetstore.unity.com/packages/3d/props/furniture/table-162871>

Metal barrel: <https://assetstore.unity.com/packages/3d/props/industrial/metal-barrel-pbr-158031>