Modelling: Ryan and Sai

Texturing: Ryan and Sai and Mark

VFX: Mark and Sai

Textures:

"Stone ground tiles stylized" by Joppe Monnens

<https://substance3d.adobe.com/community-assets/assets/96395b29a3b8db6eca34efaa1ca37bfa379eb4b4>

"sand stylized" by BlenderGames 3D

<https://substance3d.adobe.com/community-assets/assets/c39ed6d6cf150c54eeb1944ae90470ab6ac4405d>

"Concrete 085" by Baptiste Manteau

<https://substance3d.adobe.com/community-assets/assets/be8c895f6ebcefeb7a8af0fb37ce3c8cce2134d7>

"Steel Painted" by Marion Marchive

<https://substance3d.adobe.com/community-assets/assets/6a37fff956f47d7726983f4cba2292dd933347e5>

"Iron Shiny" by Marion Marchive

<https://substance3d.adobe.com/community-assets/assets/ea94640430c84e7217dc55702922a6998cb9eea9>

"used rubber" by Jabarri Mitchell

<https://substance3d.adobe.com/community-assets/assets/c68b4bc648fc56b8275ff1d19adb3d630ce57020>

Alpha:

White Rectangle

<https://illustoon.com/?dl=9246>