

**Grass Material:** Assets/Material/Grass.mat  
**Straight Street:** Assets/Prefabs/road\_straight.prefab  
**Crossing:** Assets/ImportedAssets/Assets/fbx (unity)/road\_straight\_crossing.fbx  
**L:** Assets/ImportedAssets/Assets/fbx (unity)/road\_corner.fbx  
**T:** Assets/ImportedAssets/Assets/fbx (unity)/road\_tsplit.fbx  
**X:** Assets/ImportedAssets/Assets/fbx (unity)/road\_junction.fbx  
**Parking:** Assets/Prefabs/ParkingSpace.prefab  
**Tree 1:** Assets/ImportedAssets/CityDecor/FBX format/tree.fbx  
**Tree 2:** Assets/ImportedAssets/CityDecor/FBX format/tree-high.fbx  
**Tree 3:** Assets/ImportedAssets/CityDecor/FBX format/tree-high-round.fbx  
**Building A:** Assets/ImportedAssets/Assets/fbx (unity)/building\_A.fbx  
**Building B:** Assets/ImportedAssets/Assets/fbx (unity)/building\_B.fbx  
**Building C:** Assets/ImportedAssets/Assets/fbx (unity)/building\_C.fbx  
**Building D:** Assets/ImportedAssets/Assets/fbx (unity)/building\_D.fbx  
**Building E:** Assets/ImportedAssets/Assets/fbx (unity)/building\_E.fbx  
**Building F:** Assets/ImportedAssets/Assets/fbx (unity)/building\_F.fbx  
**Building G:** Assets/ImportedAssets/Assets/fbx (unity)/building\_G.fbx  
**Building H:** Assets/ImportedAssets/Assets/fbx (unity)/building\_H.fbx  
**Bench:** Assets/Prefabs/benchBase.prefab  
**Light Post:** Assets/Prefabs/lightPost.prefab  
**Fountain:** Assets/Prefabs/sculptpure.prefab  
**Stop Light Single:** Assets/Prefabs/stopLight.prefab