

Assets used:

Unity StarterAssets thirdperson controller

Soviet interior props (residential, commercial) by Georgeous on sketchfab

<https://sketchfab.com/intice184>

Environment textures were pulled from [Polyhaven](#) and then heavily modified to fit the ps1 retro art-style.

We pulled a Fire and Spark .png from google images, which was also then modified to fit the art style!