

The only big premade asset I used was HPSXRP, an alternative Unity graphics pipeline used for making retro/PSX style graphics.

The package can be found here:

<https://github.com/pastasfuture/com.hauntedpsx.render-pipelines.psx>

Apart from that, I re-used a humanoid model I had rigged for a previous game as a base for one of the enemies in the game (although I edited the model significantly for the game, and animated it, within the game jam time), as well as two image textures.

I also used a couple free images as a basis for my textures, with some heavy editing:

<https://pixabay.com/photos/wall-cement-stone-clean-texture-4742452/>

<https://pixabay.com/photos/tiles-tile-gray-square-pattern-248638/>

<https://www.pexels.com/photo/person-riding-a-bike-with-trash-bags-10045606/>

<https://pixabay.com/photos/stadium-seats-chairs-sit-1750794/>

<https://www.pexels.com/photo/big-empty-room-in-old-factory-4846415/>