The following Unity Assets were used to create the cities:

2016. *Playground*. Gest.
2021. *Ambulance with Interior*. Lowpoly_Master.
2017. *Bus Stop Modern*. Lowpoly_Master.
2020. *CScape City System*. OliVR.
2020. *Park Photo Scanned Assets*. NatureManufacture.
2018. *City Pack - Trash 110+*. Pedro H Crispim.
2019. *51 Road Props*. Pro 3D models.
2018. *Low-poly cars pack (3 cars)*. Pro 3D models.
2018. *Low-poly Helicopter (police and ambulance)*. Pro 3D models.
2018. *Low-poly School Bus*. Pro 3D models.
2021. *Gazebo*. Rescue3D Game Assets.
2019. *Streets & Traffic Signs*. ribrado.