1. You need unity version 2021.3 and above.

2. Collider options to add purely with the requirement of your project.

3. The material was initially added as standard, when used in a URP or HDRP project, change the shaders to the appropriate ones.

4.Rigidbody to add and customize according to the requirements of your project.

5. Models have UV Unvrap, if desired, can be repainted to suit the needs of your projec