**What's New:**

Player Movement: Added simple player jumping logic.

Event Trigger: Added two buttons to trigger different events: opening a hidden door and activating a nail board.

Death Condition: Added a collision counter that tracks cumulative collisions to trigger death.

Movable Props: Props now have Rigidbody and collision logic, allowing interaction with the player.

Looped Animation: Added logic for the nail board to automatically raise and lower after activation.

ProjectilePhysics: Use Ridgedbody to apply physics on bullets instead of translate modification.