**HOW TO PLAY**Use W,A,S,D to move, move mouse to look around.

Use green dot crosshair to left click and drag on any movable object to move it around.

Walk onto elevator or place object on elevator to make it go up. Remove all objects from elevator to make it go down again.

Walk into objects to test player push physics.

**INFO**

Ragdolls made using unity’s built-in ragdoll wizard with added primitive game objects for a basic blocky humanoid look.

The chair in the environment is made from game objects bound together using fixed joints.

The elevator uses a trigger to detect when objects are present on it. If there is a player on the object then the elevator will manually move the player along with it as it moves to avoid clipping issues.

When pressing mouse left button the player “ObjectPicker” script uses a ray cast into the scene to pick an object.