

"Skybox" Environment Lighting in the scene does not affect the trees shader.

How to change the ambient color of trees:

If you want to make the trees brighter or darker go to

Window > Rendering > Lighting Environment menu > environment lighting

and select -gradient or -color instead -skybox

Select the color you want.

"Door" script serves to open doors for players and objects with Rigidbody component after crossing the trigger collider of the Town Gates