**Unity version used: 2017.3.1f1**

(Usually converting the project to different version causes problems)

Contents:

* House with colliders.
* Doors with opening animations (no colliders).
* Furniture with colliders and rigidbodies.
* 3 different monsters with morphing animations.
* Mocap animations for players (from Unity store).
* 4 rigged player models (from Makehuman).
  + Player1 already has animator controller, but no commands.
* 4 different keys (you can make more if needed by changing colors).