

Ground Zero: A First-Person Shooter

Introduction:

Ground Zero is a unique first-person shooter (FPS) game where you, as a sentient bean, have crash-landed on Earth and must escape from a secret laboratory. Unlike your fellow beans, who plan to destroy a nearby town in retaliation for their mistreatment in the lab, you've chosen a different path: to stop them. Your mission is to explore a vast interactive world, gather parts to rebuild a helicopter, and defeat the enemy beans scattered across the environment.

Key Features:

- **Guns & Combat:** Engage in thrilling combat using a variety of firearms to eliminate enemy beans.
 - **Exploration:** Discover a vast, interactive world with fully-explorable interiors, including houses and labs.
 - **Grappling Mechanic:** Utilize a grappling hook to traverse hard-to-reach areas and navigate complex environments.
 - **Lab Exploration:** Navigate through a detailed laboratory interior to uncover secrets and plot developments.
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How to Play:

1. Start by navigating to the game settings, where you'll find a link to the WebGL version.
 2. Click the link to begin the game.
 3. Your mission is to defeat enemies while exploring the world and collecting four helicopter parts to make your escape.
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Controls:

- **Movement:** W, A, S, D
 - **Crouch:** Left Ctrl
 - **Run:** Shift
 - **Grapple:** Right Click (once unlocked)
 - **Shoot:** Left Click (once you've found guns)
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Contributions:

This game was fully developed by Arjun Saxena, using Unity. Several assets were sourced from the Unity Asset Store to enhance the experience.

Credits:

- **Guns:** Factory of Models
- **Houses:** ICAROUS
- **Simple Poly City:** VenCreations
- **Lab:** Art Notes
- **Spaceship:** SILAS SERIGATO