

Tomb Raider AOD – Amended list of extra Lara moves

PARIS

Zone 1 –

- Use Screwdriver to open wardrobe – Changed to use crowbar to open the wardrobe.
- Try to open the lift door – OK

Zone 2 –

- Wake up and get up from floor of train – Low Priority
- Reach into grate at base of fountain – Modify grate so that Lara can jump down it, need anims for Lara trying the grate and also for opening it.
- Break crowbar on locker – Low Priority
- Push big power switch on car lift – make sure switch fits in with ‘generic button push’ anim.
- Pull fuse-box lever, it breaks – Use same anim as ‘Generic electric switch’ but after switch has been pulled break the lever off.
- Take wrench from pipe – Make sure wrench fits in with the generic ‘take item medium’ anim.
- Connect wrench to broken fuse-box lever, then pull it – Make sure the wrench connects to the electric switch in such a way that the ‘generic lever anim’ can be used.
- Search shelves and boxes – Use the ‘generic take medium’ and ‘generic take high’ animations
- Plug electrical plug into socket – Modify so that the plug is already in the socket and just have a ‘generic button push’ switch next to it.
- Switch power on DJ stuff – Use ‘generic electric switch’ animations
- Open fire door – don’t have a try door anim for this, just a Lara voice prompt “I can’t open this yet”. When she’s upgraded and goes back to the door just use the ‘generic kick door open’ animation.
- Try to open fire door – see above point.
- Pick up item from bar – Use the generic ‘take item medium’ anim.

- Search light boxes on rigs – check with Andrea regarding what type of anim is required.
- Lose balance on ledge of building – Low Priority.
- Pulp fiction style surprise on Lara’s face – Low Priority.
- Use spray-on explosive over trapdoor – Use generic ‘place on floor’ anim and have a limpet mine instead of a spray canister.
- Offer item to character – OK
- Take item from character – OK

Zone 3 –

- Turn blade on sewer fan – Create generic ‘turn fan’ anim.
- forward slide on ass – Low Priority.
- Place bomb on pipe – Generic ‘place puzzle item’ anim.

Zone 4 –

- Sit down a computer desk – Low priority, just have Lara approach desk and press action near it to switch to computer screen.
- Get up from computer desk – Low priority, see above point.
- Use spray to reveal lazars – Get rid of spray and add smoke bomb instead, use generic ‘slide item’ anim.
- Connect electrical flex to light socket – get rid of this puzzle.
- Connect other end of flex to door handle – get rid of this puzzle.
- Put painting on X-ray machine – Use generic ‘place puzzle item’
- Take painting from X-ray machine – Use generic ‘medium take item’ animation.

Zone 5 –

- Control the geo-thermal device – Create generic anim.
- Turn the brass contraption – Use generic ‘turn fan’ anim.
- Push stone cog around – Create generic.

- Pull element puzzle item from wall – Use generic ‘take item medium’
- Place element puzzle item in wall socket – Use generic ‘place puzzle item’ anim.
- Use an underwater turn valve – change to ‘underwater chain pull’ anim.
- Carry flame torch – not used.
- Take Obscura painting from statue – Use generic ‘take item medium’ anim.

Zone 6 –

- Use walking stick to get gun from under table – Change the way this works so that the gun can be picked up at any time because it doesn’t have any ammo, Lara still has to pick up the walking cane, if she goes into her inventory and selects examine item the cane will open and the hidden objects (engravings and a key) will be placed into the inventory. Coming back out from the inventory will trigger the flashback.

Once back from the flashback Lara must now find the ammo for the gun, she can use the key from the walking stick to find a locked drawer/ wardrobe??? And get the ammo.

PRAGUE

Zone 1 –

- Open the boot of the 4x4 – The 4x4 from paris needs to be placed on the Prague street, the back of the 4x4 needs to be modified so that the generic ‘open door’ anim can be used. Once the door is open Lara can take the items (a gun, ammo) using the generic ‘take item medium’ anim.
- Push the library steps – Look at model with fergy.
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- Adjust clock hands. Clockwise and anti – Use close-up of clock face, push up on D-pad to rotate hands clockwise, down to rotate anti.
- Pull rope attached to rotating stained glass window – Create generic.
- Use Pick-axe to prise open the manhole cover – Change to using a claw hammer to prise a padlock from the manhole cover. Now use the generic ‘open grate’ anim from Paris Zone 2.

Zone 2 –

- Lara pull's the guards body, ragdoll??? – Not used.
- Lara uses the cutting equipment – use same anim from Paris Zone 5, controlling the geo-thermal device.

Zone 3 –

- Use manual wheel lock – generic 'turn valve switch'.
- Putting on re-breather suit – Lara enters a small booth, the camera stays outside, sound effects portray Lara getting changed. Lara emerges from the booth in her scuba gear. The player can select the re-breather mask from the inventory.
- Use turn underwater valve switch – Replace with generic 'underwater pull chain'.

Zone 4 –

- Open hatch on top of lift – Done.
- Pull lever on desk top – Done.

Zone 5 –

- Pull underwater chains to move knights – Use the generic 'underwater chain pull' animation.
- Pull chain to raise tapestry – Use generic 'pull chain' anim.

Zone 6 –

- Stab Eckhardt with shard – Done.
- Use glove to pull the lever – Create specific anim.

We need a few more assets for these changes to work –

- A claw hammer in two pieces, the handle and the head.
- The combined claw hammer as one object.
- A small limpet mine.
- A smoke grenade.
- The 4x4 from Von-Croy's apartment needs placing in the Prague streets.

