

TombRaider – Nextgen

Game Design Issues

1.Lara Croft

- List of moves,.. Incorporation of “stealth” moves. Skill Development.
- The level of interaction between Lara and her environment.
- The type of Damage/ Health system – “Real Time” developing skill set.
- Visual issues, i.e. clothing, No. Of costumes. Backpack/Belt issues. Dynamics.
- Weapons and “NEW” abilities?
- IK and blending Issues.

2.Inventory

- Visual appearance / Implementation.
- What shall it contain?
- Inclusion of a DIARY. What can be stored in the diary?

3.Character Interaction

- Conversation diversity and extent of choices.
- Implementation of conversation mode and interface.
- Level of interaction between characters.
- Change of characters attitudes through interaction and effect on gameplay.

4.Combat System and enemy A.I.

- How can we make combat more intelligent
- Targeting ideas, i.e. strafing, equipping individual arms, climbing and shooting?
- What will Lara’s opponents be capable of?
- Whether or not to include any form of hand to hand combat.

5.Environments

- Ideas for previously impossible environment features/ effects/ interaction.
- New system for large map changing events, Flip Maps in old parlance.
- Water areas, how to make the water even more fun than the old version.
- Particle system, what do we want to be able to do with it?
- Atmospherics, weather, dynamic light, etc.

6. Puzzles

- Ideas for new types of puzzles previously impossible...
- Puzzle and trap scripting system.

7.Cut-Scenes

- Ideas on No. of cut-scenes possible. Guidelines for cut scenes, ie what will be achievable.

- How will we achieve more fluid and interactive sequences to replace FMV etc.

8. Other characters

- Levels of detail for background characters.
- Level of interaction.
- Ideas on what will be possible and desirable.