

Code Stuff

Triggering objects – FX/Enemies/Sound/Music

Cameras

Moving sequence cameras

Flip maps

Animations for secondary objects (doors/switches etc.)

Shootable items

Breakable wall parts

Title screen – front end/controls

Inventory

Demo end screen etc.

Upgrade stuff

Enemies

Undead Knight –

Smash from wall

Walk

Run

Slash at Lara w/ sword (various)

Block

Knock back from Lara kick

Stealth hit from behind

Take hit from Lara's pistols + shotgun

Death anim (combined with rag doll)

Rats –

Scurry

Stand on legs and look

Jump

Attack (bite ankles)

Death anim

Swimming on water surface

Swimming underwater

Additional Graphics

Health items

Secret area items – gold coins etc.

Crystal shard dagger

Lara Anims

All Running – Generic

Jumps to 3 block and grab and all other jumps – Generic

Climb Ladder – 1

Free Climbing and Money Swing – 2

Spiral Staircase and Normal Stairs – 3

1 Block special hop onto pillars – 4

Pick up item from floor – Generic

Lara looks at something/items/objects whilst running – Generic

Shooting and Targeting anims (pistols + shotgun) – Generic

Hand to hand Kick – Generic

Stealth kick – Generic

Pull lever – 5

Push Heavy door open – 6

Shimmy – Generic

Swimming – Generic

Surface swim – Generic

Underwater kick – 7

Dive – G

Death anims

Underwater Death

Stealth walk and Wall Hug

Duck – if enough time

Crawl - if enough time

Smash wall through – 8

Hit anim from undead knight

Pulling crystal shard dagger from altar.

Special FX

Wet Lara

Water FX

Waterfall

Water filling up

Splashes on surface

Bubble and dust particles

Underwater smash object

Wind FX on/off

Dust FX on floor

Rubble from climbable wall (loose masonry)

Smashable object – Dust rubble

Fire Particles

Fog Effect

Hanging fog volumes

Gunshot FX – Pistol + Shotgun

Ricochet sparks

Undead Knight smashes out of wall

Undead Knight sword sparks

Undead Knight rag doll when dead

Blood FX/ Goo from undead knight

Glowing crystal shard dagger.

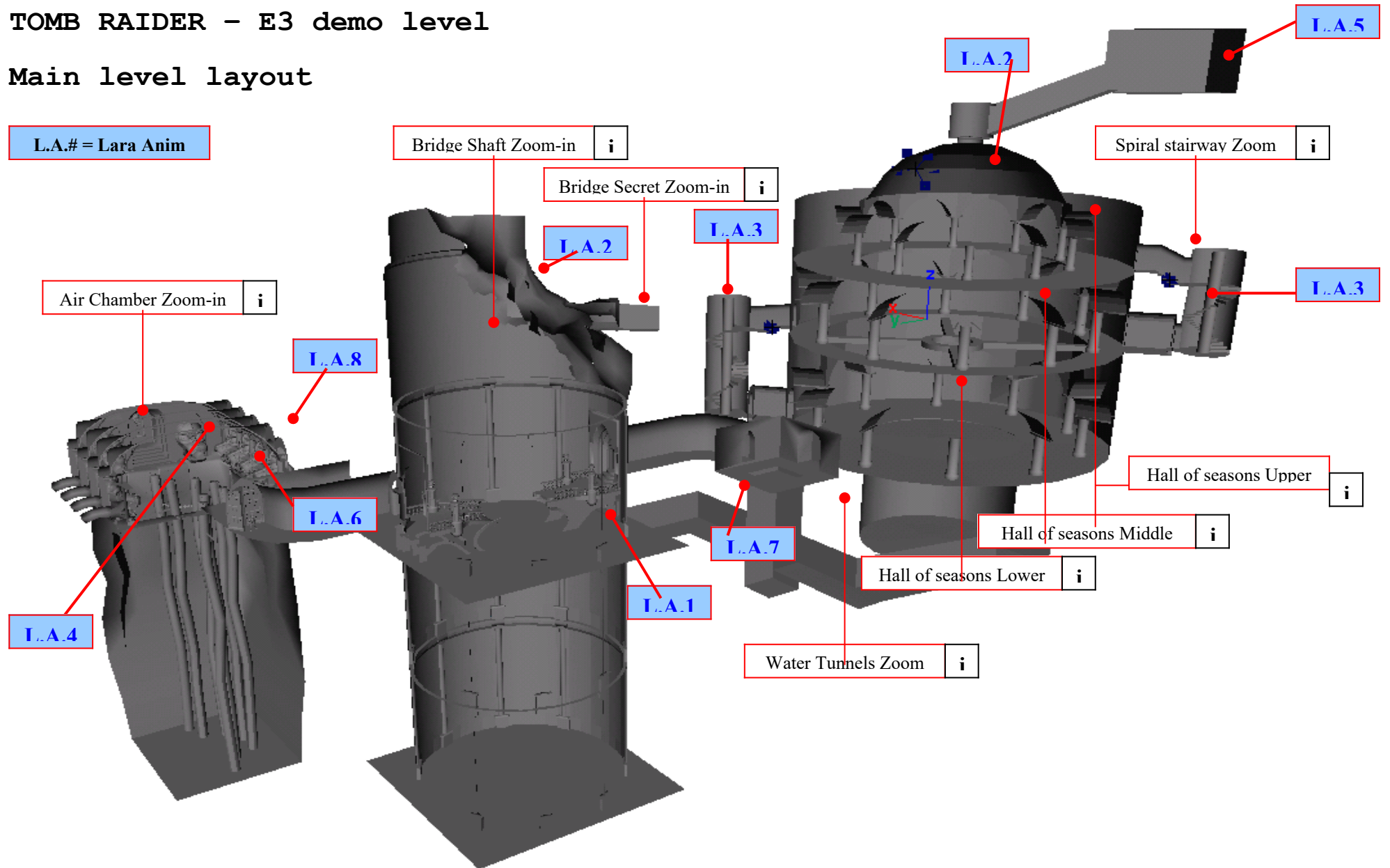
TOMB RAIDER - E3 Demo level doc. 8/4/02

Contents -

- Approximate diagrams for demo level.
- Basic demo level Walk-through.
- Lara Animations required.
- Code required in addition to basic game code.
- Special FX required.
- Enemy animations required.
- Additional artwork required.
- Lara voice and other specific sound FX

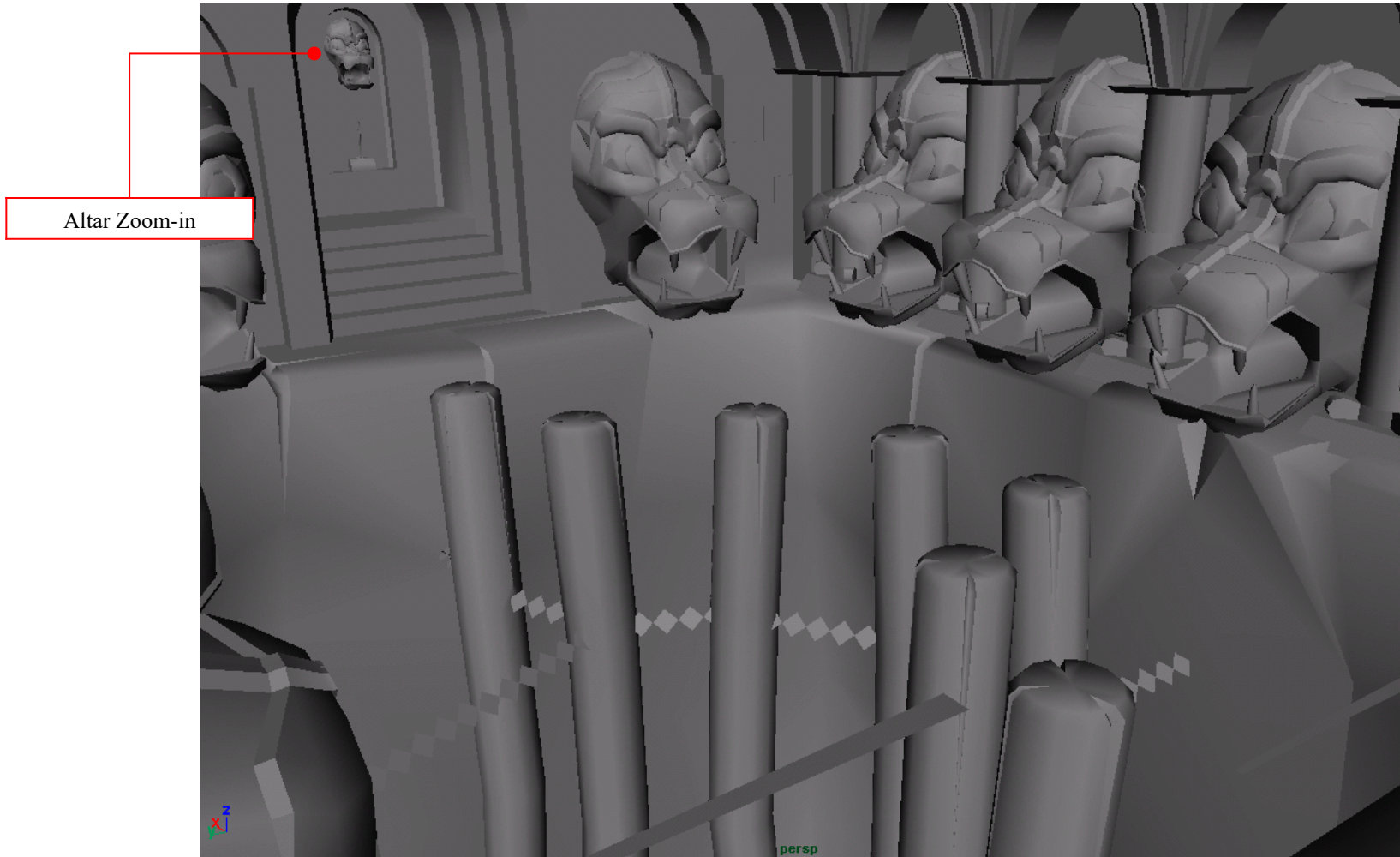
TOMB RAIDER - E3 demo level

Main level layout



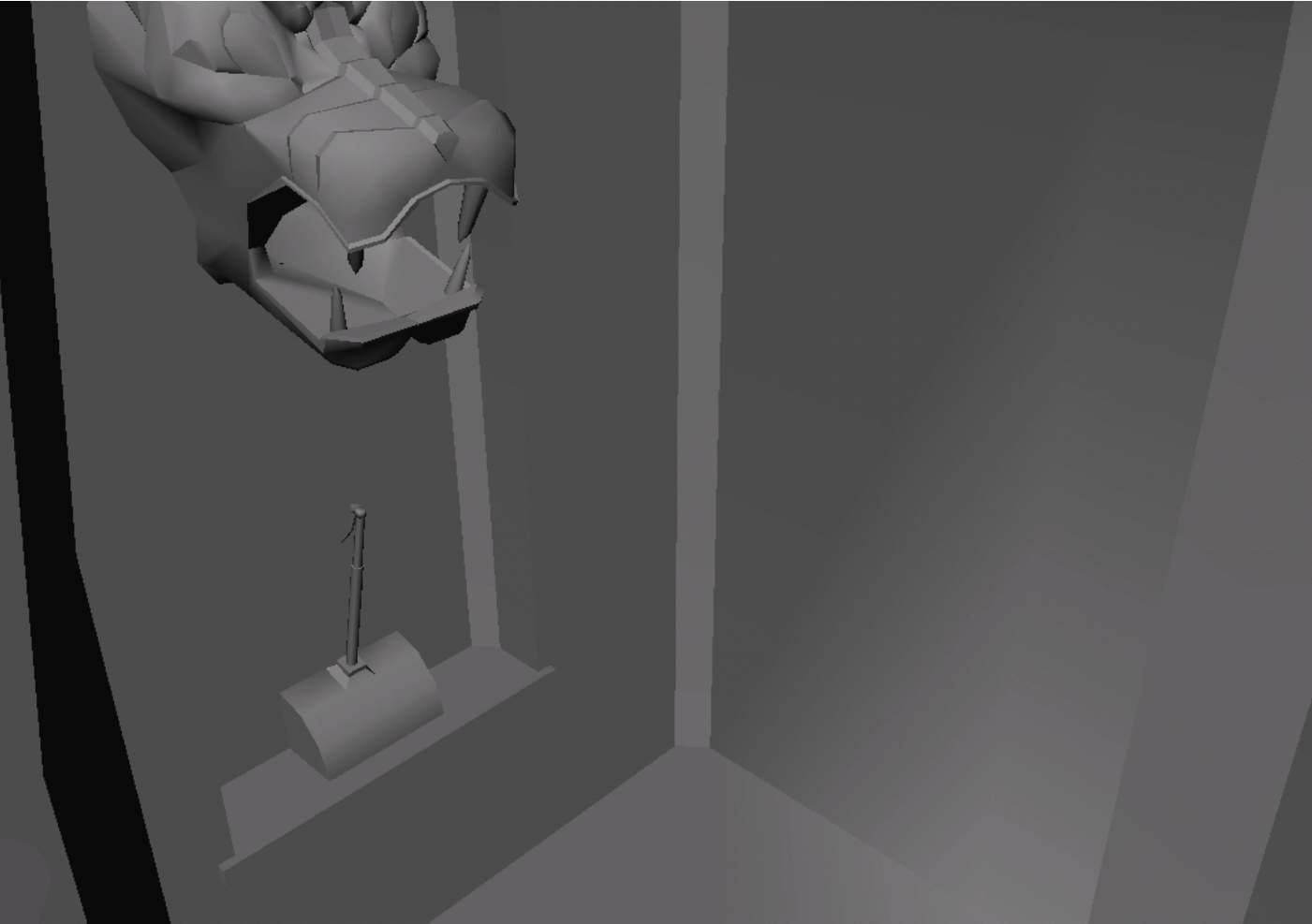
TOMB RAIDER - E3 demo level

Air Chamber Zoom-in



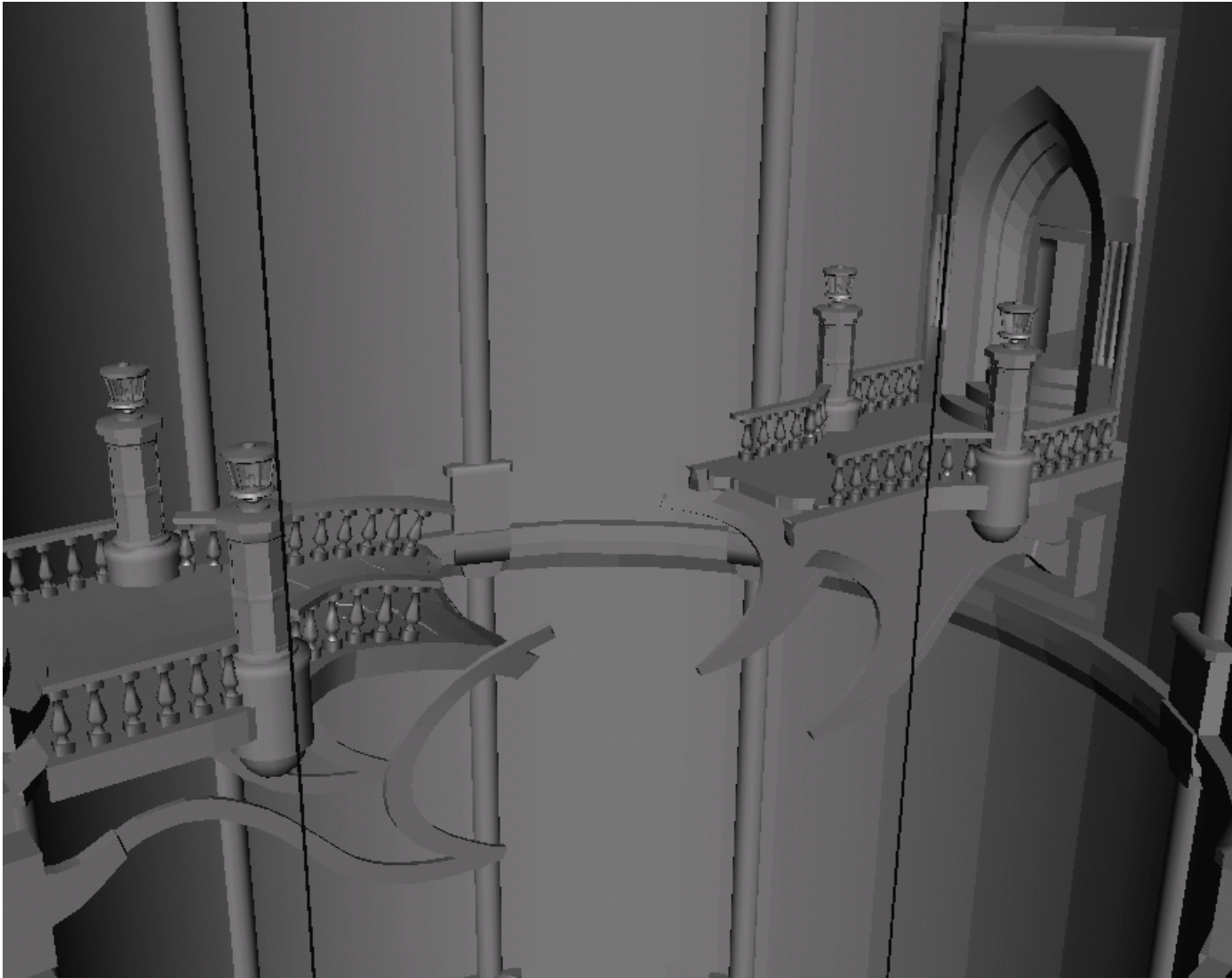
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Altar Zoom-in



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Bridge Shaft Zoom-in



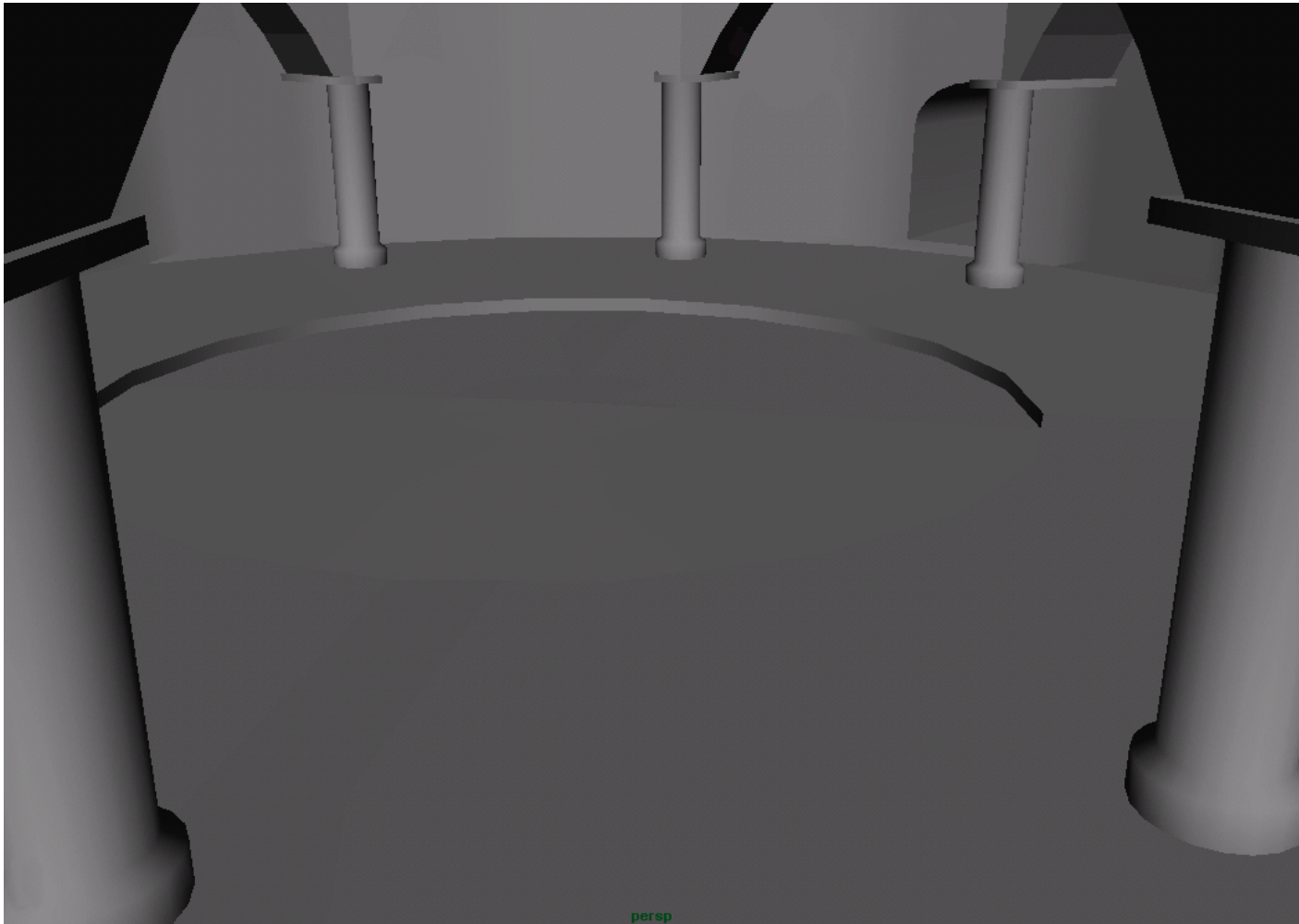
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Free-climb secret Zoom-in



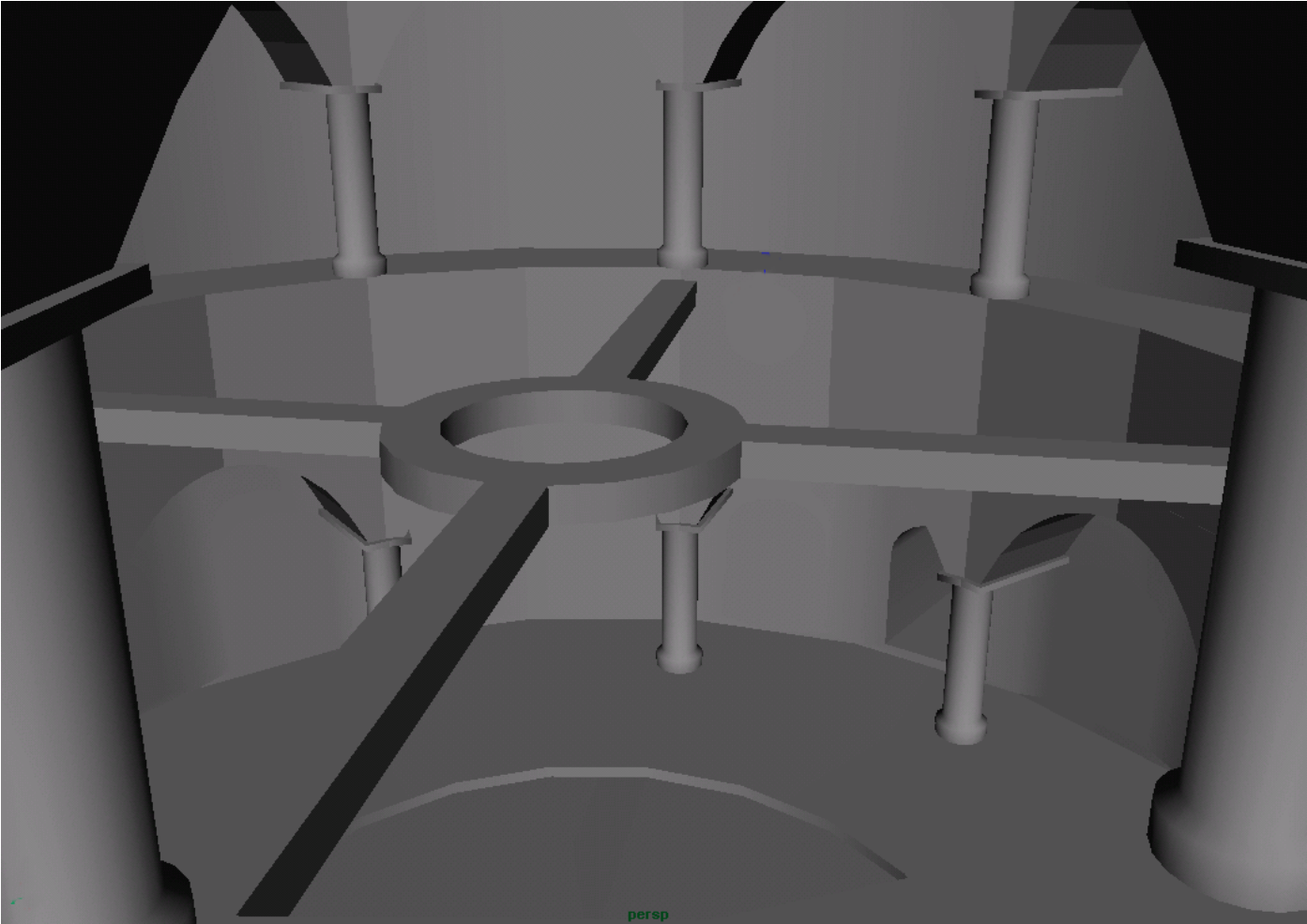
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Hall of Seasons Lower Zoom



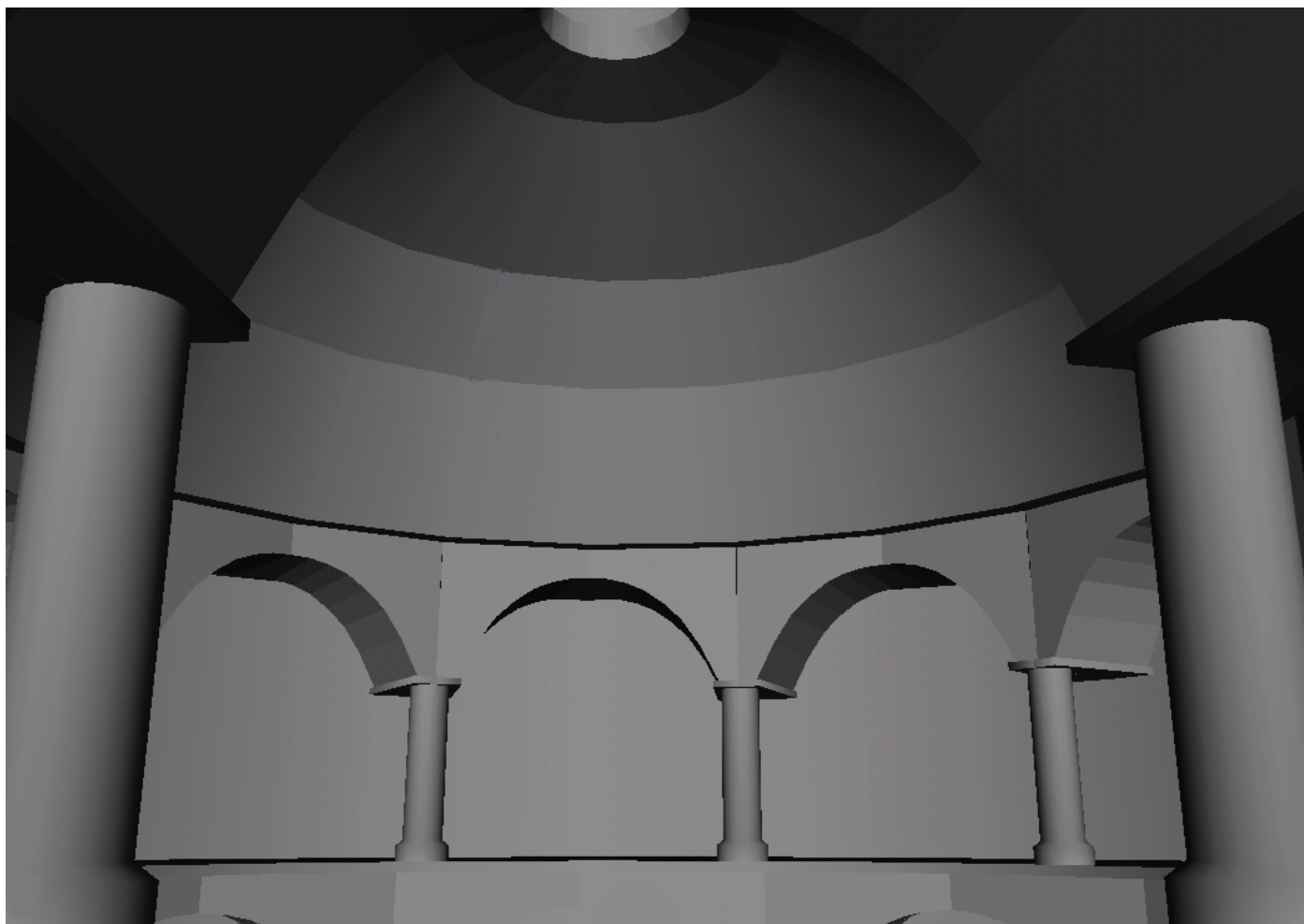
TOMB RAIDER - E3 demo level

Hall of Seasons Mid Zoom



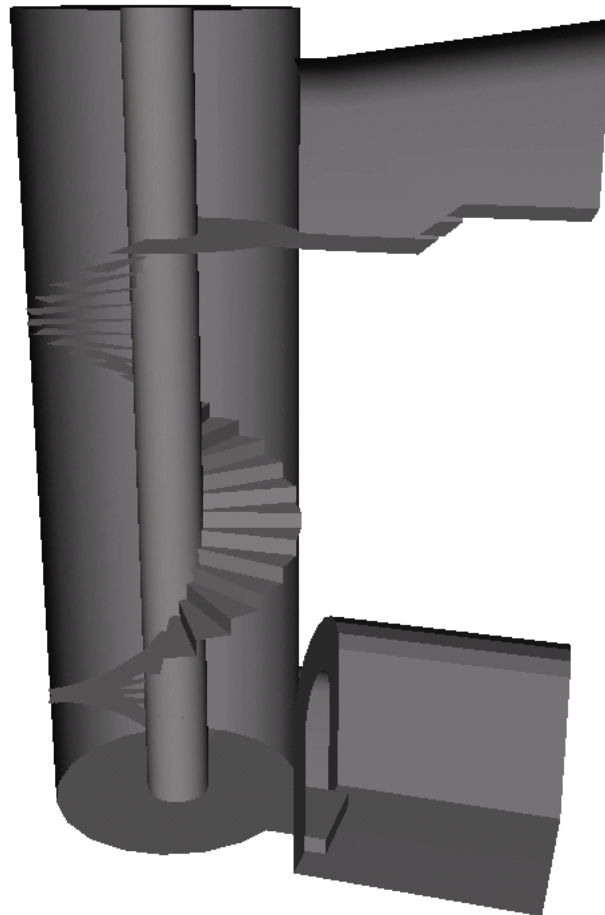
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Hall of Seasons Upper Zoom



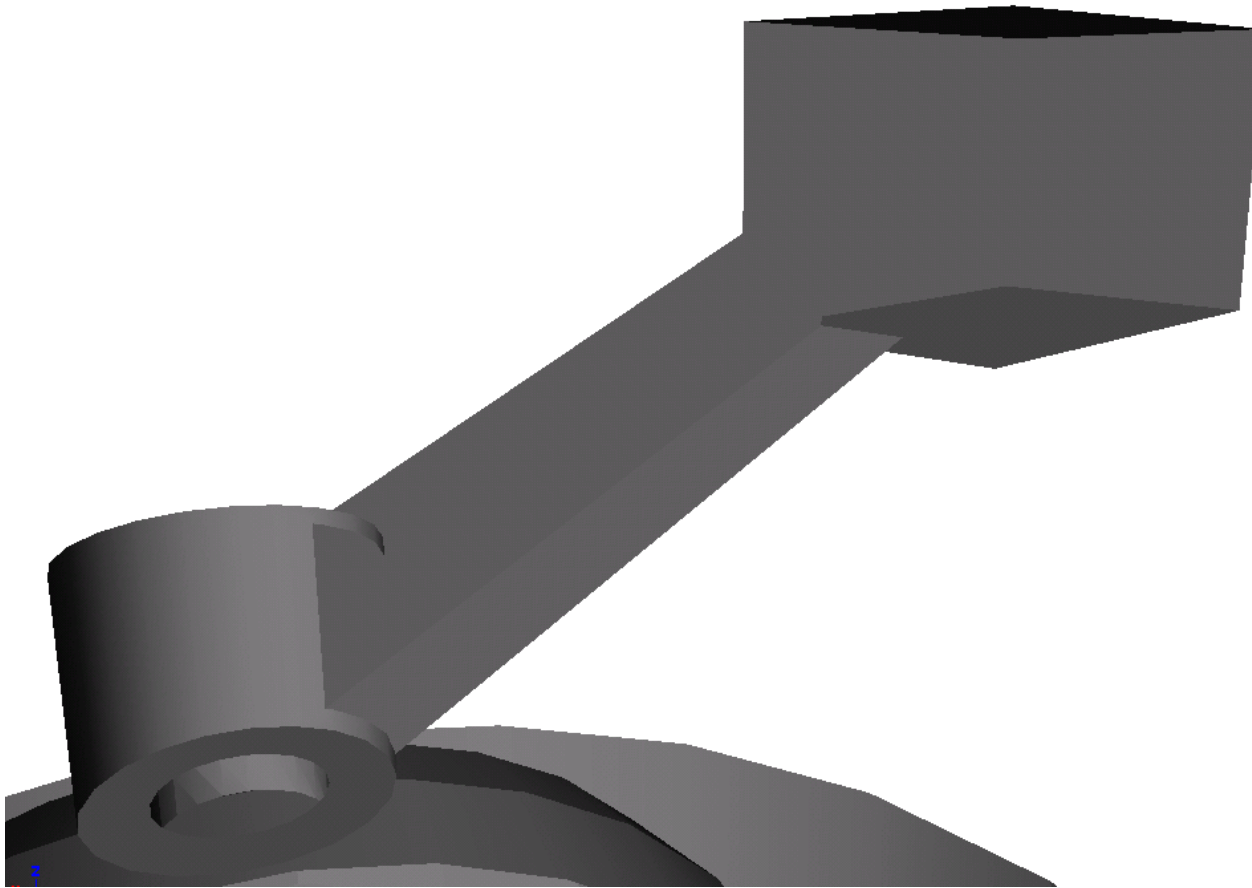
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Spiral stairway Zoom-in



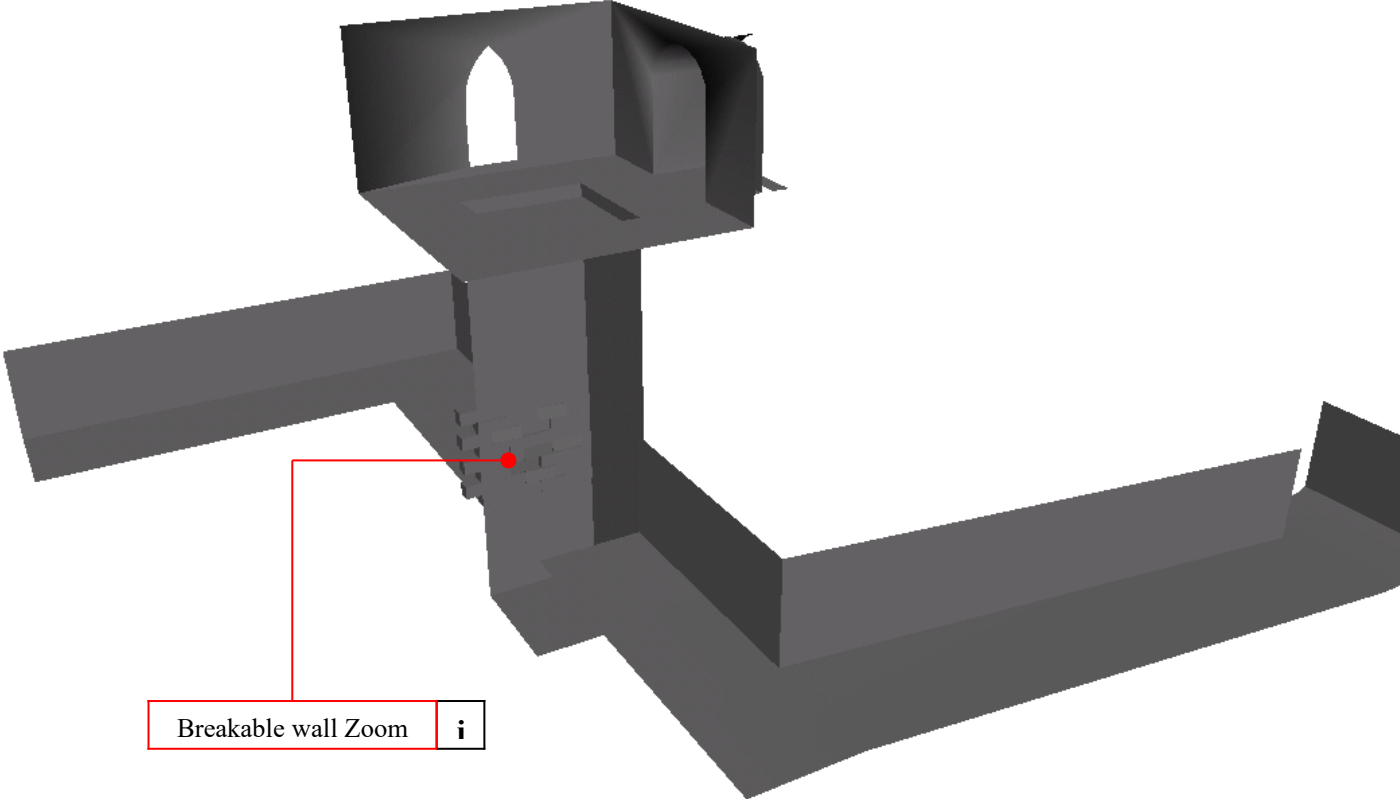
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Above the hall Zoom-in



TOMB RAIDER - E3 demo level

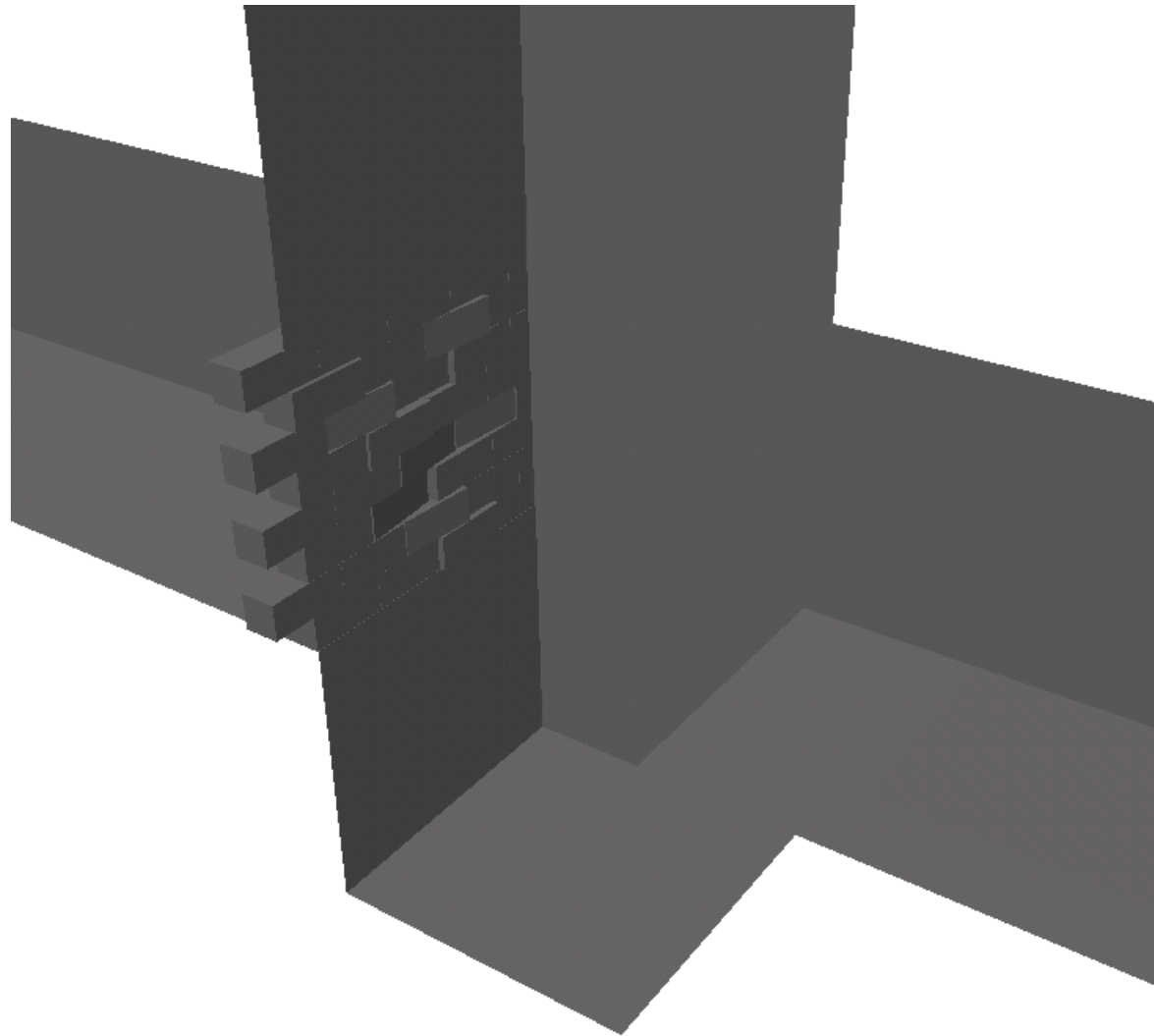
Underwater tunnels Zoom-in



Breakable wall Zoom i

TOMB RAIDER - E3 demo level

Underwater breakable wall Zoom-in



Tomb Raider E3 demo level

Demo Walk-through

- Start in a small dusty cobweb lined tunnel, Lara lights her way down it carefully, anything and everything could be a trap.
- The tunnel has grates cut into it low down near the floor, faint noises can be heard emanating from them, somethings in there.
- Lara turns a corner and stands in awe, a tall statue of a knight stands at the end of the tunnel. Behind the knight the wall is weak, shafts of light bleed in through the cracks in the brickwork.
- An ancient text is carved into the stone Pedestal that the knight stand on. It reads " He who enters the great Hall shall face the wrath of the guardian knights" as Lara reads the curse the camera cuts to grates, red eyes flick on in the gloom.
- Rats pour from the grates, Lara jumps and grabs the ceiling of the tunnel, the only way out is to swing and kick the statue of the knight over, it falls through the wall and smashes it through into the hall.
- Sweeping establishing shot of the Hall, Lara walks in and looks around. The Hall was once a very grand looking place, marble pillars line the walls that rise high above Lara's head, nature has crept it's way in, vines and other plant-life grow from the many cracks in the masonry.
- Rats pour from grates in the walls, they swarm toward Lara and attack.
- The Hall is encircled with doors, most are locked, at this point only two can be opened.
- One door contains some health and a mini swarm of rats.

- The other door leads to a spiral stairwell. Lara walks up the stairs.
- The stairs lead Lara to a balcony that overlooks the hall floor. The balcony encircles the Hall.
- Statues of Medieval Knights line the walls of the balcony, some have been destroyed along with parts of the walkway.
- Lara proceeds to walk around the balcony.
- One of the statues is suddenly split down the middle, from the inside. A great sword slashes the statue to pieces.
- Out from behind the broken statue stands a Knight, his skin sunken into his bones, he is barely alive.
- Lara blasts the knight and as she does so others emerge from their tombs.
- The Knights attack Lara with their swords, their swing is powerful and smashes parts of the scenery away.
- Lara must jump the gaps in the balcony and wall hug around the thin areas that still remain.
- Eventually she finds another stairway upward onto the 2nd balcony.
- More Knights burst from their tombs, more jumps to conquer.
- Part of the domed roof have cracked, vines grow over these areas. Lara can climb up them.
- There is a large hole in the center of the ceiling, Lara can free-climb up into the hole.
- As Lara nears the hole a few rats drop from it, Lara climbs inside.

- A small chamber with a tunnel sloping upwards, Lara stands and looks up the tunnel, rats.
- Another swarm heads down the tunnel towards Lara, she jumps and grabs onto the vine ridden ceiling, the rats pass under her and fall down the hole.
- Lara walks up the tunnel and enters another small chamber, four knight statues guard the walls.
- In-front of Lara stands an ancient mechanism, Lara activates it.
- Another sweeping camera showing a large hole opening up in the Hall floor, the hole is full of water.
- Lara turns to run but is stopped by the four Knights that have sprung to life in true TR style.
- Lara finishes off the Knights and runs down the corridor, she dives into the hole and all the way down the center of the Hall.
- She ends up in the water at the bottom of the Hall floor. Lara can't climb out of the water, the sides are too tall.
- Rats spill into the hole from above, they swim with Lara and attack.
- Lara finds an exit tunnel underwater, she swims into it.
- The tunnel leads into a small network, eventually she will reach a tunnel that leads upward.
- Lara swims up the tunnel and finds herself in a small chamber, there are two doors from here. One is Jammed solid, the other can be opened, but with difficulty.

- Lara opens the door, it leads back into the Hall of Seasons. By opening this door Lara has acquired a strength upgrade.
- The upgrade allows Lara to open previously barred doors.
- There are two in the Hall that can now be opened, they contain health items.
- Lara heads back into the small water chamber and tries the other door, she can now open it.
- The door leads into a new tunnel, more rats attack but from behind.
- Lara runs from the rats down the tunnel, the tunnel opens out into a large vertical shaft. The shaft has crumbled away at the top, revealing a large rock face, the top of the shaft breaks through into daylight, a large shaft of light penetrates the gloom along with rain.
- The shaft has a broken bridge across it, Lara must make a jump for it, the rats aren't far behind.
- Lara jumps the gap and just manages to grab the opposite side of the broken bridge. The rats fall into the water below.
- The edge is unstable and could give way at any moment, if Lara is quick enough she can pull herself up and continue on towards the Air chamber.
- If not she loses grip and falls in with the rats. Now she has to find a way out whilst being gnawed at.
- There are two exit from the water, one is to climb out using the broken masonry, the other is to find the hidden underwater tunnel.
- If Lara climbs out she could see that other parts of the walls are climbable and lead up to a secret, if she swims out into the tunnel she will smash her way through the wall of the small chamber before the bridge shaft.

- All routes lead Lara back into the bridge shaft for another crack at the jump.
- Lara jumps the broken bridge and runs down the tunnel toward the Air Chamber.
- Lara reaches a huge heavy door just before the Air Chamber, she slowly pushes it open.
- The Air Chamber is an ancient trap, huge stone heads line the chamber walls, they breath a powerful wind strong enough to knock Lara from one of the pillars that rise from the chasm.
- Lara must use the pillars to cross the chamber if she loses balance on the pillars she can press action to perform a last chance grab.
- Across the other side lies Lara's prize, one of the Periphat Crystal Shards, it sits on an altar and casts an eerie glow across the chamber.
- Two rotting steel cages hang from the chamber ceiling, one near the front of the chamber and the other near the back. inside each one lies an ancient corpse.
- The heads work in a sequence, only the ultimate Tomb Raider can cross the chasm without falling in.
- Hidden within the chamber is a small room, in this room lies a switch that force the stone heads to spew water, the water floods the chasm.
- Its now a little easier to cross the chasm knowing that one mistake doesn't mean death.
- Lara crosses the chasm using the pillars, she nears the center of the chamber.
- If Lara jumps for the closest cage she can grab underneath it, she will swing toward one of the stone heads, if she kicks out whilst swinging she can smash part of the head away and walk into its mouth.

- Lara will receive an upper and lower body upgrade for completing this task, she can now swim faster underwater, this allows her to reach another secret at the bottom of the flooded chasm.
- Inside the broken head lies another small chamber which contains health items. Lara jumps back onto the cage and then back onto one of the pillars.
- Suddenly the pillars in-front of Lara fall into the void below, Lara is seemingly trapped.
- Her only way across is to jump for the hanging cage, she can now swing across the rest of the chasm.
- Lara crosses the chasm and reaches the altar on the other side, she steps up to the shard and pulls it from the altar, king Arthur style.
- Lara holds the Shard high in the air, as she does so the camera will swoop around her then across the room.
- The camera will fly back through the bridge shaft, indicating where the secret is hidden on it's way.
- The camera will swoop into the Hall of Seasons, it will fly around and head for a locked door, bursting through it into a pitch black tunnel.
- The screen fills with blackness, the Tomb Raider logo fades up from the void followed by the words Coming soon.
- END OF DEMO

Lara Animations Required

- All Running - Generic (H)
- Jumps to 3 block and grab and all other jumps - Generic (H)
- Climb Ladder - 1 (H)
- Spiral Staircase and Normal Stairs - 3 (H)
- 1 Block special hop onto pillars - 4 (H)
- Pick up item from floor - Generic (H)
- Shooting and Targeting anims (pistols + shotgun) - Generic (H)
- Pull lever - 5 (H)
- Shimmy - Generic (H)
- Swimming - Generic (H)
- Surface swim - Generic (H)
- Death anims (H)
- Underwater Death (H)
- Smash wall through - 8 (H)
- Pulling crystal shard dagger from altar. (H)
- Free Climbing and Monkey Swing - 2 (M)

- Hand to hand Kick - Generic (M)
- Stealth kick - Generic (M)
- Underwater kick - 7 (M)
- Dive - G (M)
- Stealth walk and Wall Hug (M)
- Swinging on suspended cage (M)
- Kick out whilst swinging on cage. (M)
- Last chance grab. (M)
- Lara looks at something/items/objects whilst running - Generic (L)
- Duck - if enough time (L)
- Crawl - if enough time (L)
- Hit anim from undead knight (L)
- Push Heavy door open - 6 (L)
- Fatigue (L)

Additional code required

- Triggering objects - FX/Enemies/Sound/Music
- Cameras
- Moving sequence cameras
- Flip maps
- Animations for secondary objects (doors/switches etc.)
- Shootable items
- Breakable wall parts
- Title screen - front end/controls
- Inventory
- Demo end screen etc.
- Upgrade stuff
- Facial expression code (Morph targets)
- Swinging under cage (trapeze style, only forward and back)
- Flare light code.

Special FX

- Wet Lara
- Water FX
- Waterfall
- Water filling up
- Splashes on surface
- Bubble and dust particles
- Underwater smash object

- Wind FX on/off
- Dust FX on floor
- Rubble from climbable wall (loose masonry)
- Smashable object - Dust rubble
- Fire Particles
- Fog Effect
- Hanging fog volumes

- Gunshot FX - Pistol + Shotgun

- Ricochet sparks
- Undead Knight smashes out of wall
- Undead Knight sword sparks
- Undead Knight rag doll when dead
- Blood FX/ Goo from undead knight
- Glowing crystal shard dagger.
- Flare glow effects.
- Rain
- Gunshot decals for walls/ floors
- Footprints

Enemy Animations required

Undead Knight -

- Smash from wall
- Walk
- Run
- Slash at Lara w/ sword (various)
- Block
- Knock back from Lara kick
- Stealth hit from behind
- Take hit from Lara's pistols + shotgun
- Death anim (combined with rag doll)

Rats -

- Scurry
- Stand on legs and look
- Jump
- Attack (bite ankles)

- Death anim
- Swimming on water surface
- Swimming underwater

Bats -

- Hang from ceiling
- Flutter about
- Attack
- Death

Additional Graphics

- Title page graphic elements
- Inventory graphic elements
- Health items
- Secret area items - gold coins etc.
- Crystal shard dagger
- Facial expressions for Lara (angry, scared)
- Flares
- Gunshot decals
- Footprint decals

Lara speech and other specific SFX

* Lara reads the curse in the start tunnel.