

Map altering events. It would be good to be able to have any changes in the maps ('Flip rooms' in outdated parlance) occur whilst Lara is present. Perhaps using more than two states so a smoother transition can be achieved. Being able to script a sequence of events will also be invaluable here, so map states, animations, particle effects, and even character control can all be tied up.

Imagine a preset bomb going off – blowing a big hole in the base architecture, turning over objects and furniture, throwing out rubble and smoke, and scattering characters.

A flexible particle system. This will enable designers can create their own effects, like fire, smoke, dripping liquids, waterfalls or even magical effects.

Projection Lights. So we can use a light as a slide projector, to throw bitmaps across a scene and create effects like light from stained glass, a rain streaked window, or even just to create more interesting light patterns within a scene. (See any film noir movies to see how this would be cool!)

More believable interaction with the backgrounds. Lara needs to be able to have more effect on her surroundings.... Stuff to push about, break, lift and stand on. One thought is to get rid of her ability to put outrageously large objects in her backpack, and instead have her carry them properly for short distances. (Rayman2). For example parts of a machine that need to be pushed and lifted to assemble it, driving **moving platforms** that Lara can use.

Talkative Lara. In 'The infernal machine' Indy talks and reacts to things he sees, which gives the game much more life and also serves to provide clues for the player.

Intelligent Combat. No more 'Benny Hill' style shoot and chase antics. When an enemy engages Lara they should not just stand and shoot, or run toward her like a fucking idiot! Combat situations should be tactical and used sparingly to utilize as well as be impactful within the environment.

Equally Lara herself needs more tricks like strafing and ducking behind objects.

Hand to hand combat. Rather than overloading her with bigger and better artillery.

Game based Sub-Plots small incidental events within the levels. Puzzles and missions to complete involving the characters Lara meets along the way, maybe to gain the help of someone useful.

Diary. Already mentioned but we definitely need to implement the long overdue Diary for this game, perhaps as a laptop/notepad style device. This is obviously vital to keep track of important information (story and characters), and also provide a hints option for the more complex puzzles.