

Tomb Raider – Angel of Darkness

Hand to Hand Combat

Lara will have a few limited hand to hand (HTH) moves, the HTH should only be treated as a minor game feature, it is not a major part of Tomb Raider but could look and play really nice. The moves are as follows :-

Punch & Kick

The Punch and Kick are the two main moves to be used, a few punches and kicks should be necessary to almost kill the enemy, then Lara finishes them off with the Death Combo (see below).

Death Combo

When an opponent has lost 80%?? Energy then Lara will perform the Death Combo move automatically instead of the punch or kick. The Death Combo cannot be activated as a stand alone move.

Neck Break

The Neck Break is probably the easiest one to implement because the enemy has to be facing away from Lara and she must be in stealth mode to ensure no sound is made. It is a set piece animation.

Extra animations for baddies

We should try not to complicate the amount of hit animations that are required for the enemies. Using side and back hits are all well and good but do we really need them for Tomb Raider, if Lara sneaks up to a baddie quietly and then punches him from behind, his first reaction would be to turn and face Lara. So we really should wait 'til we have the HTH in then see if we need the extra animations.

As it stands the hit and death anims could work for the following HTH moves –

Punch – Hit from front

Kick – Hit from front

Death Combo – death animation

Neck Break – special death anim

Friendly Characters

Friendly Characters cannot be hit or shot, If Lara approaches a friendly character and swings a punch it will have no effect, same applies to shooting. This may sound like a lame solution but most games do it.