

26-May-2000

Engine Content

60 fps (This will make a huge impact on the visual presentation)

Lightmap / Shadow Maps

Realtime Shadows on moveable objects and characters

Spring Mass Cloth Simulation for clothing and background aesthetics

Soft body animation (Hyper patches)

Multi pass rendering

external script control for fx,traps,puzzles etc, giving level designers more control and flexibility

Characters soft skinned

IK animation override

Character/Object morph for facial animation, object/baddie transition

LOD (Level Of Detail)

Water refelections and underwater caustics

Generic base for portability

Lara/Game

Incorporate most of her current abilities

Random aesthetic spot and reactive anims, fx ie Wiping brow after climbing,or adjusting hair, slipping whilst climbing

Reloading of weapons.

More realistic animation, acheived through IK

Independant targetting for each arm

Each hand equipped seperatley, ie weapon and item

Strafe and improved targetting ie Z Lock (Zelda)

Able to climb whilst holding some weapons or items

Brushing foliage aside whilst walking, or equipping a machette to chop back undergrowth

A last chance grab if you step of ledges.

To try and make the control less regimented, to move away from walk to the edge, jump back, run and jump.. which makes the game very stop start, against the control and playability of Mario.

Independent injury of limbs for lara and baddies, ie hold appropriate arm if shot etc. fun with a sniper rifle (think goldeneye)

No visual on screen energy bars, as health decreases lara should be more sluggish / limp when injured etc, should never stop her from doing anything, but should slow her down. If underwater an increase in air bubbles can signify a lack of air plus an increase in tempo of music.

To have a Gym located in London as an optional building to enter and train.

Communication with NPC's to move story and offer guidance and set piece assistance.

Lara to carry a communications/notepad device (Diary / Mobile Phone)

Smaller more focused locations. (Resident Evil / Metal Gear)

Choice of outfits for lara that the player can choose or even customise ?!?! (Option here for secrets)

31-May-2000

GAME

Incorporate a character interaction system offering seamless cinematic interaction with other characters in the game.

Seamless integration of cutscenes.

The ability to instruct other characters in the game to carry out tasks to help the player achieve their objectives.
eg. use a specifically equipped character to gain access to an area.

New dynamic camera system focusing on cinematic experience without compromising gameplay.
ie. when lara picks up an object to study it can look like a cutscene but the player still has control.? This should also give player more control over how they choose to see Lara move.

More depth to other main characters in the game.
ie. they should not just pop up now and again but be much more interwoven with the storyline and gameplay.

LARA.

New control system to be much more fluid. The ability to interrupt animations should

make the control system much more responsive and intuitive.

Incorporate most of lara's current moves and have more secondary/ reactive animations.

Laras skills/moves to be ever developing and increasing as she gains experience with obstacles.
ie. towards the end of the game Lara can do three times as much than at the beginning.

Random variations on standard moves to make Lara's animations appear more unique and organic.
Some could be bonus/ hidden moves only unlocked after certain tasks have been completed.

Lara to have much more interaction with her environment, ie picking up and using/studying objects.
or moving objects around, like a chair to stand on to reach up to a high shelf... or collecting wood to build a fire.

A health system linked to Lara performance.

ie. if she is has a wounded left arm then she can hang from a wall only for a limited time.
or if low energy, she should slow down, limp if injured etc.

More interesting ways to maintain good health. Certain herbs/drinks may boost stamina. Others
may
give immediate energy to sprint faster/longer or improve certain skills.

Stealth abilities to be added to combat system to allow the sneaking up on guards and taking them
out
quietly or not waking up the sleeping pumas etc.

Ability to build and improve weapons.?

Oh yes ...a full facial morf system in game lara....(she just wont stop talking!)