

LARA CROFT GAMEPLAY ANIMATION SYSTEM

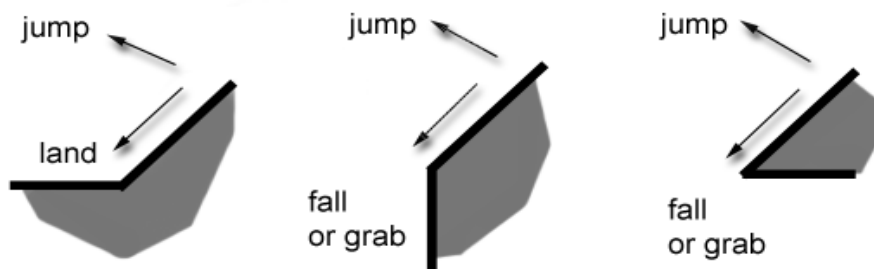
BASIC

Walk
Run
Sprint (upgrade) *check upgrade doc for where it can be used.*
Side Step
Back Step
Turn On the Spot
Running 180degree Turn.
Slide forward
Slide back

SLIDES

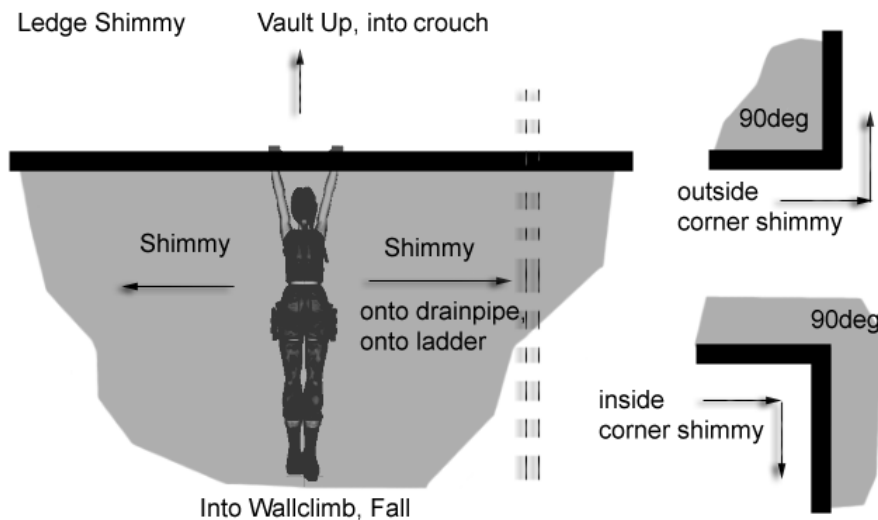
Slides will happen on any angle greater than **45 degrees**. Whilst in a slide Lara can **JUMP**. When she reaches the bottom of the slide, she will either **Land** or **Grab**. This angle can be overridden by using a "**SLIDE**" or "**DON'T SLIDE**" attribute.

SLIDE forwards / backwards >45deg



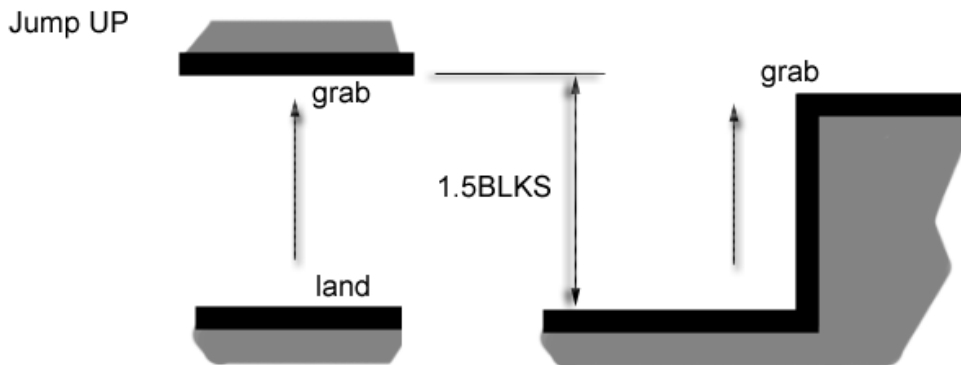
SHIMMY

Can go to **Vault Up**, **Vault Up Into Crouch**, **Wallclimb**, **Onto DrainPipe**, **Onto Ladder**, **Around 90 deg. Corners and Fall**,



JUMP UP

Can either grab onto a **Monkey Swing Surface**, **Ledge**, **Pipe/Cable**, **Ladder** and **Climbable Wall Surface**. Lara can jump **1.25 BLKS** high, this size is upgraded to **1.5BLKS**. Lara's minimum jump height is **1BLK**.

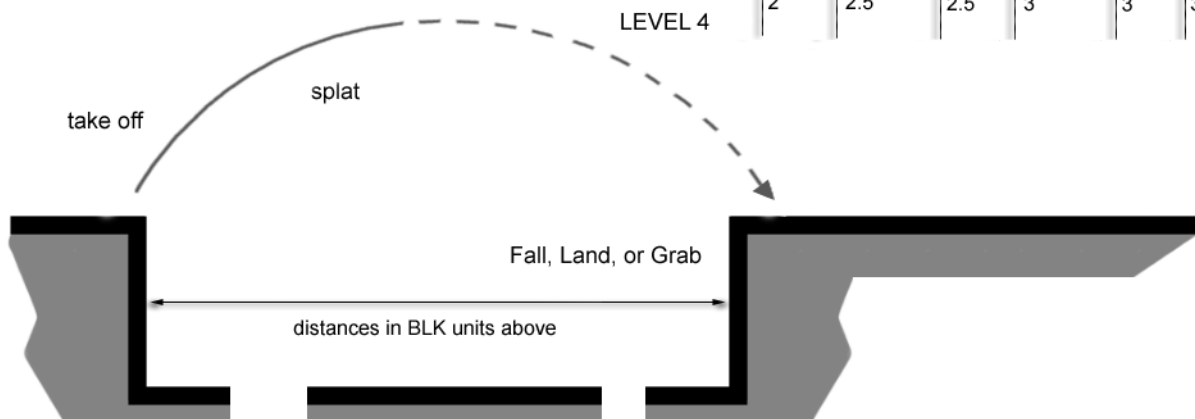


STANCE,RUNNING,SPRINT JUMP FORWARD (upgradeable).

These jumps are upgradeable and will go into grab approx halfway through jump, and will either grab a **Ledge**, **Ladder** or **Climbable Wall Surface**, or will go into normal **Land** or **Fall**.

Jump Forward
Standing, Sunning and Sprinting

	standing		running		sprinting	
	LAND	GRAB	LAND	GRAB	LAND	GRAB
LEVEL 1	1	1.5	1.5	2		
LEVEL 2	1.5	2	2	2.5		
LEVEL 3	2	2.5	2.5	3		
LEVEL 4	2	2.5	2.5	3	3	3.5

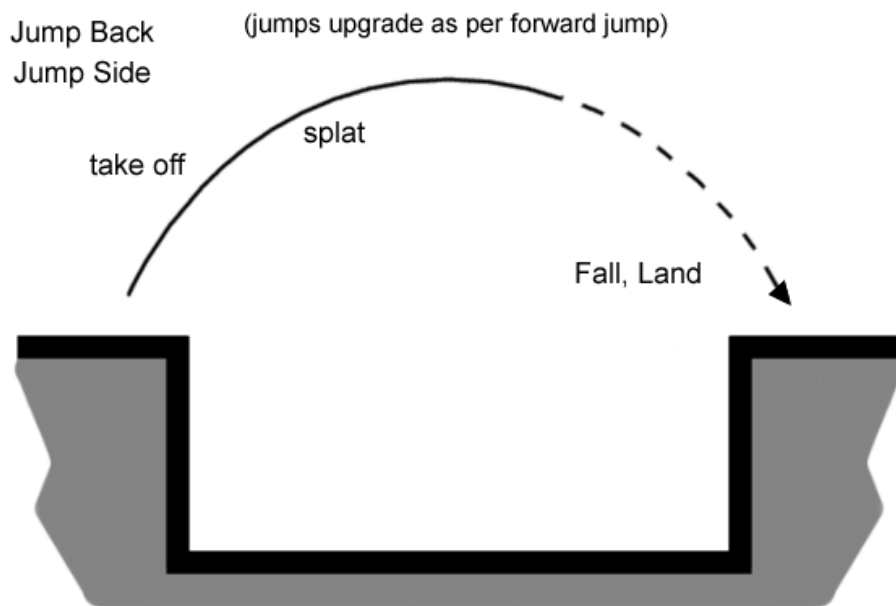


DIVE

From **Jump Forward** can go into **Swim** or **Diveroll land**. Lara can **small Dive-in from standing**.

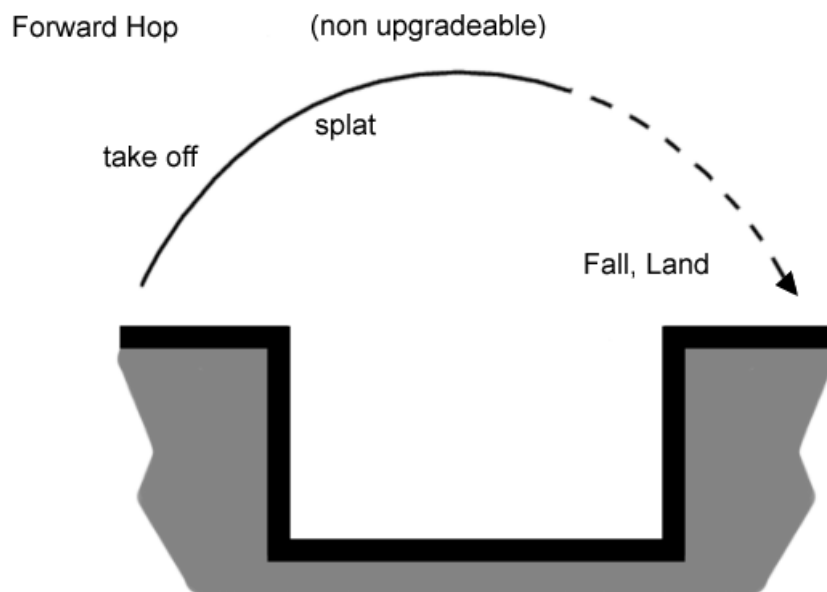
JUMP SIDE, BACK.

Standard somersaulting jump which can only go to **Fall** or **Land**. These Jumps will upgrade in distance exactly the same as the forward jumps.



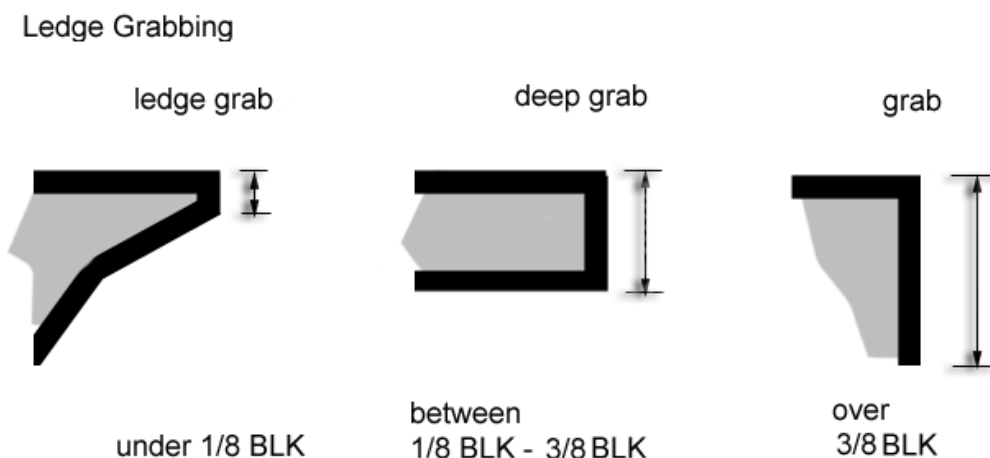
SMALL HOP

Small Forward 1BLK Jump which can only go to **Fall** or **Land**. When She lands she will go into a **balance** if too close to an edge. If she **falls** she can **grab**.



LEDGE GRABBING

Lara can grab any Ledge which takes her into HANG. She has 3 different grabs depending on the depth of the ledge she grabs. Lara can also drop into a hang from the ledgetop facing either forwards or backwards.



STEPS

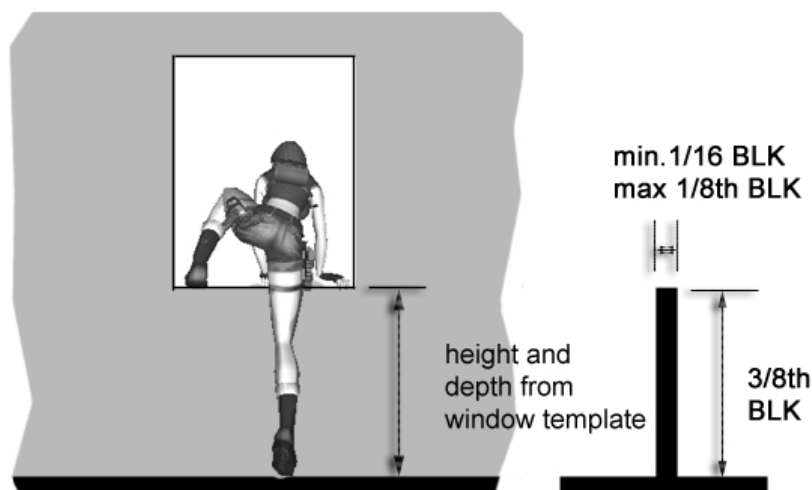
Lara can ONLY step up the following block Sizes:

Step **Up** and **Down** 8th BLK
Step **Up** and **Down** Qtr BLK
Walk Step **Up** and **Down** Qtr BLK
Step **Up** 1/2 BLK
Step **Down** 1/2 BLK backwards
Step **Up** 3/4 BLK

Climb Through Window

Can also be used as climb over wall/railing. They must be exactly 3/8th blks high and a min of 1/16th of a blks deep. (the collision size matters).

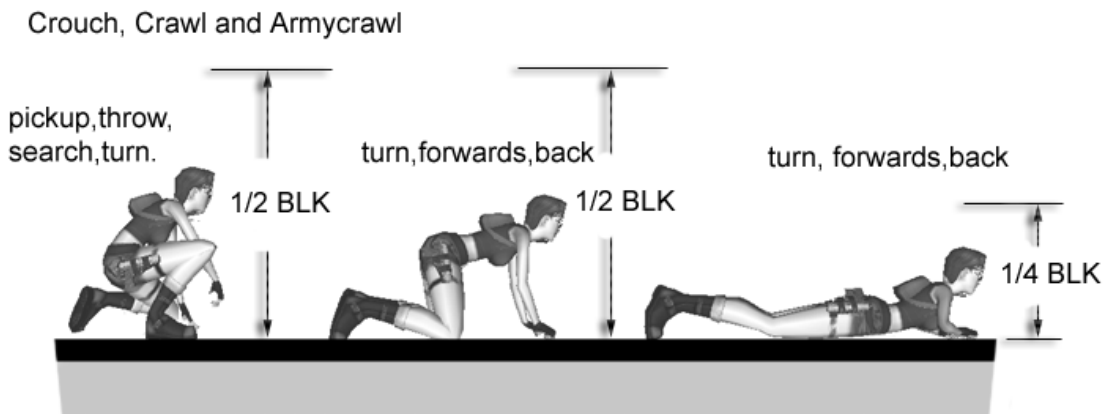
Lara can climb through windows which follow the window template size.



CROUCH, CRAWL AND ARMY CRAWL

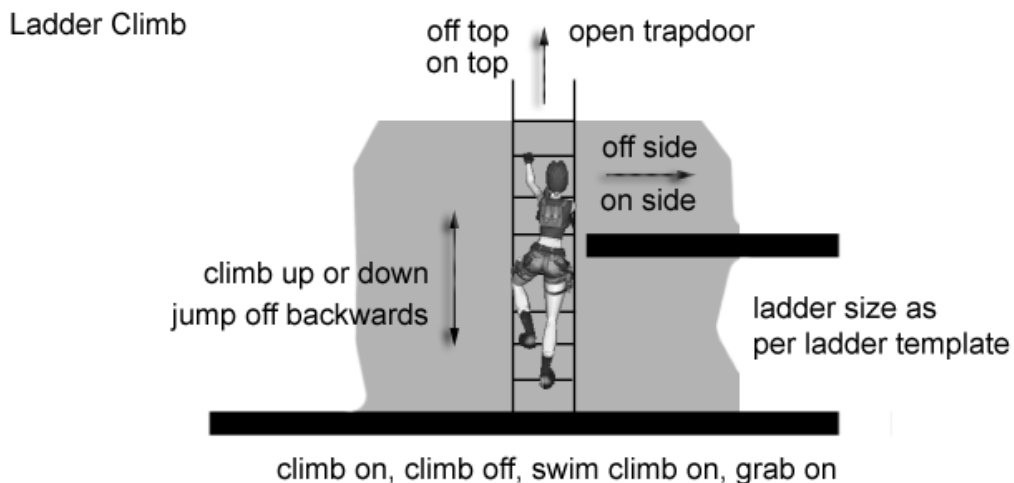
Lara can **Crouch** at any time and go into **Turn on the Spot**, **Pickup Items**, **Throw Items**, **Search Low Units** and **Bodies** and go into **Crawl**. From **Crawl** she can **Crawl Turn**, **Crawl Forward** or **Backwards**, **Crawl off Ledge Forwards**, **Crawl off Ledge Backwards**, go into **Armycrawl**.

From **ArmyCrawl** Lara can **Turn**, go **Forwards** and **Backwards**. In **Army Crawl** if Lara cannot crawl under an enclosed space, ie. Armycrawl must only be used to go under obstructions such as pipes or lasers etc. which do not obstruct the camera.



LADDERS

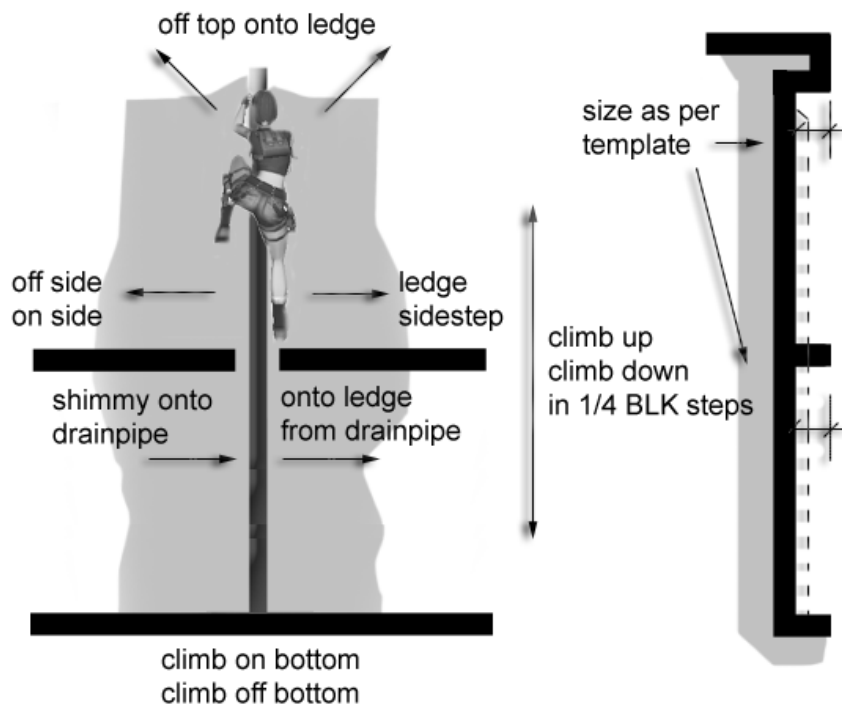
Lara can Climb onto Ladders from the **top** or **bottom** and move **Up** or **down** in **1/8 BLK** increments, she can step off the **side** of a ladder onto a platform or off the **top** onto a platform. She can **jump backwards** off a ladder or **grab** onto a ladder from a **jump**. She can also **grab** onto a ladder whilst in her **surface swim**. She can also open a **trapdoor** at the **top** of a ladder. Ladders **must** be a minimum of **1BLK** in height.



DRAINPIPES

Lara can Climb onto DrainPipes from the **bottom** and the **top** via a **ledge**. She can move **up** and **down** and climb **off to the side** onto a **Ledge** which she can **sidestep** on. She can move **up** and **down** in **QTR BLK** increments. Lara can **shimmy** onto and off of a **drainpipe sideways** onto a **ledge** if the Ledge matches the **depth** of the **DRAINPIPE LEDGE**.

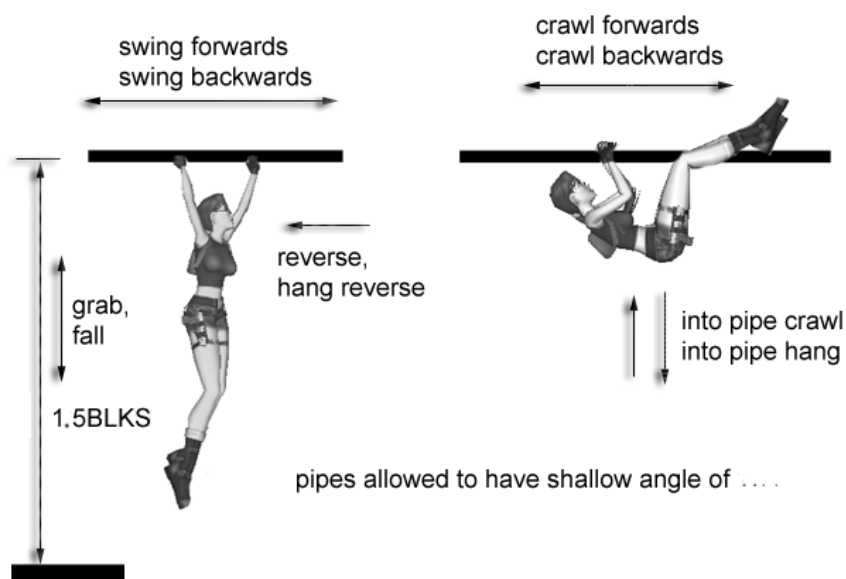
Drainpipe Climb



PIPES / CALBES

Lara can jump up and grab **Pipes / Cables** which take her into a **Pipe Hang**, from there she can swing **forwards** and **backwards**. She can **reverse** when swinging or **reverse** from the **Pipe hang**. She can lift her legs up into a **Pipe Crawl**, to avoid obstacles. In **pipecrawl** she can move **forwards** and **backwards** or go back into **pipe hang**.

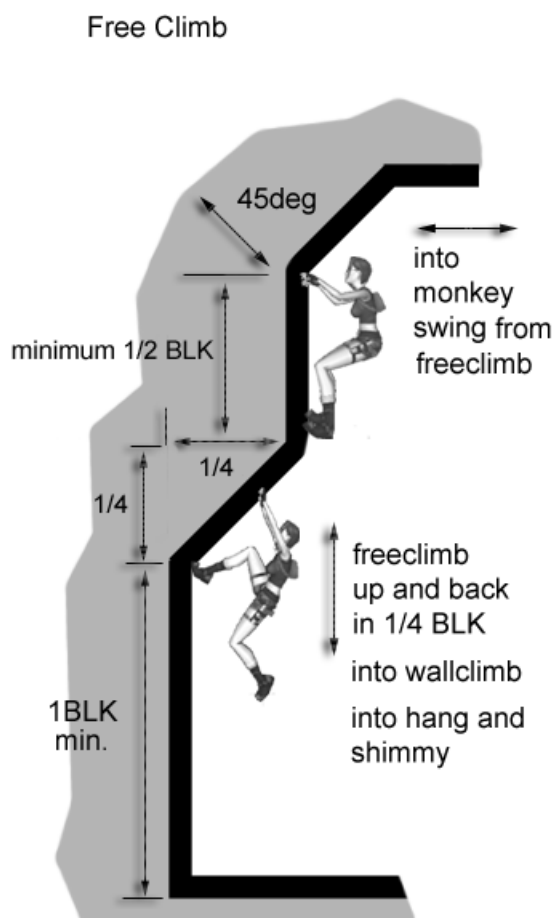
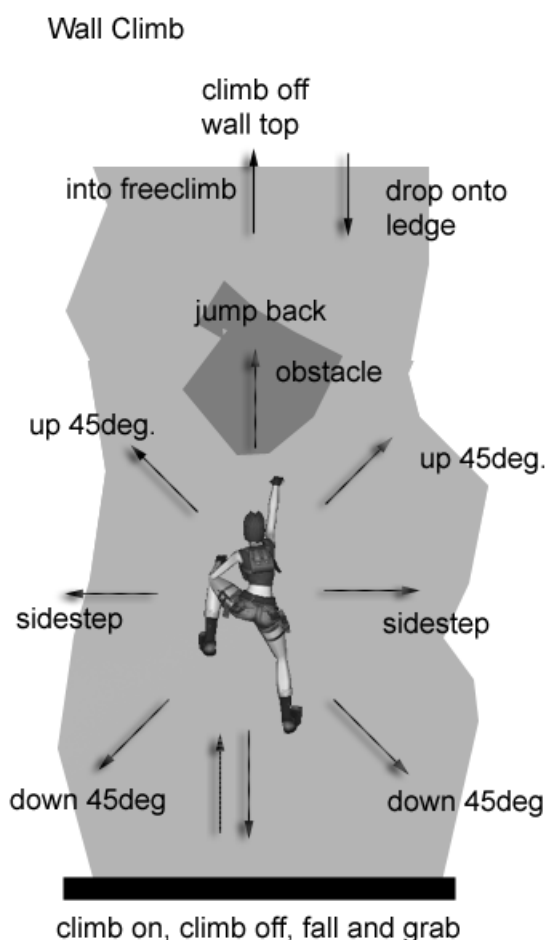
Pipe / CableSwing



WALLCLIMBING

Lara can **Climb** onto a **climbable wall surface** and from there she can **Move Up, Down, Sideways** and at **45degrees** in **1/4 BLK** increments. She can **jump back** from the wall surface and **grab** onto a wall surface from either jumping **up** or **forwards**.

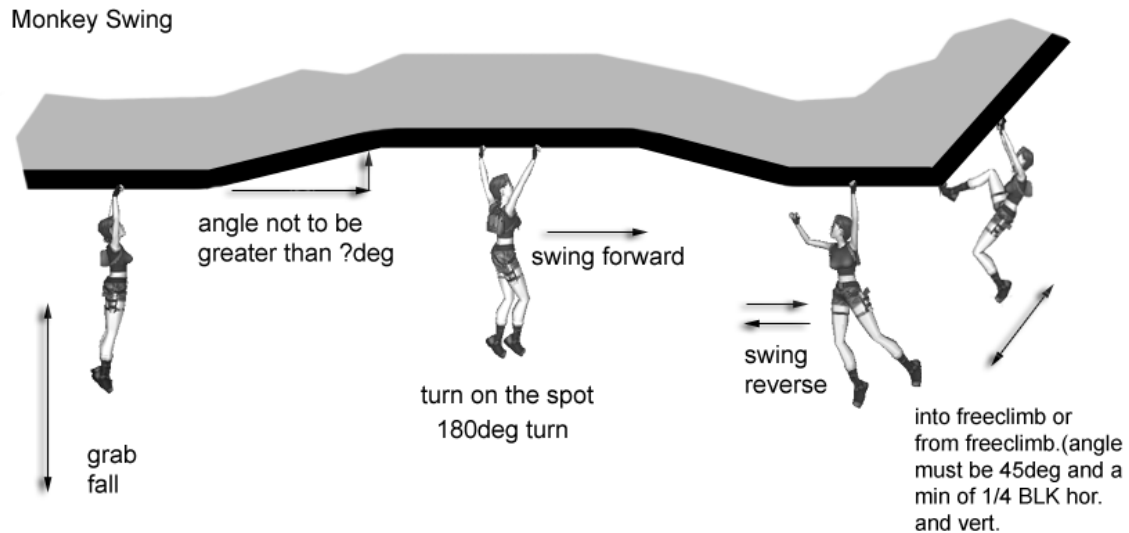
As wallclimbing now has **8** degrees of movement, walls can contain more obstacles requiring Lara to navigate around on the flat areas. Lara can climb around **90 deg. corners**



When in a **wallclimb** she can go into a **freeclimb** on a **45degree backwards slope**. The **freeclimb** can go either **up** or **down** or into the **freehang**, when in the **freehang** she can **shimmy left** or **right**. She can also go into the **Monkeyhang** on a **flat roof surface** or go back into the **wallclimb**. Freeclimb moves **Up** and **Back** in **1/4 BLK** increments.

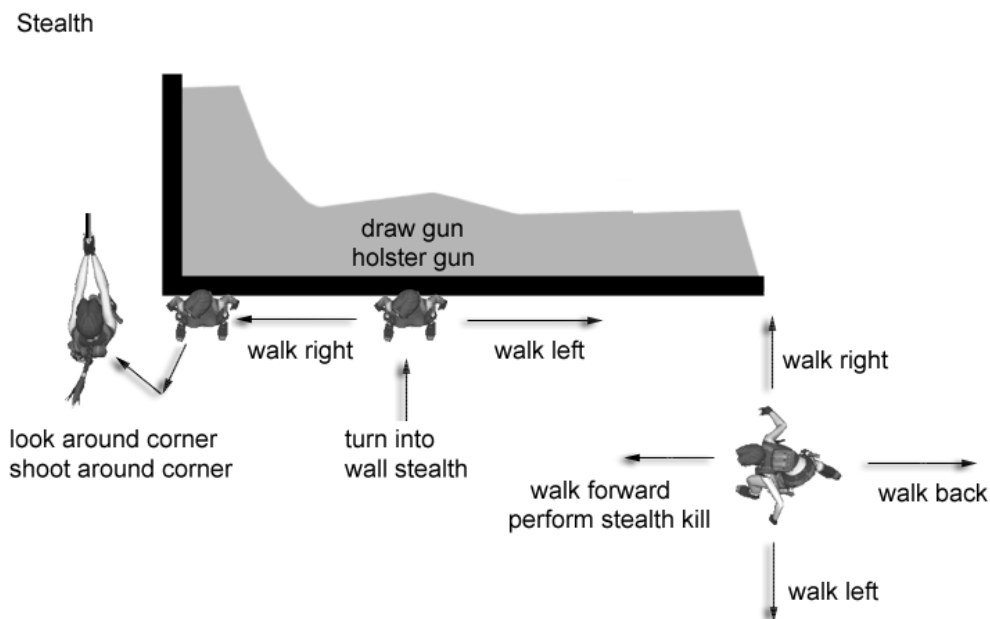
MONKEY SWING

Lara can **Jump up** and **grab** onto a **Monkey swing surface**, She can then **swing forward** and gently steer **left** or **right**. The **swing forward** can go directly to a **reverse 180 degree**, or the **Monkey hang**, the **monkey hang** can go to a **turn on the spot** or to a **180 degree turn**. If you let go she will go into a **fall**.



STEALTH

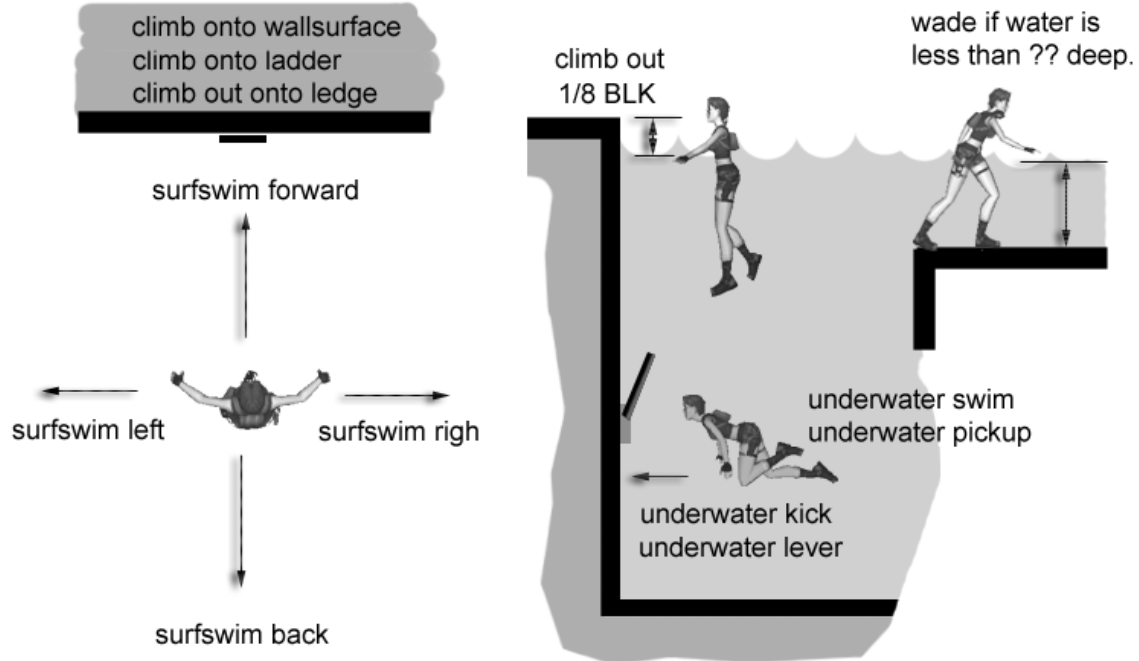
Lara can go into a **stealth stance**, which can then go to a **stealth walk forward, back, left or right**. Whilst in the **stealth walk**, if pushed up against a **wall surface** she will turn and go into the **wall stealth**. When in the **wall stealth** Lara can **walk forwards** and **backwards**, **lookround corners**, and **drawguns** and **shoot round corners**. Lara can also sneak up behind enemy's whilst in the **stealth walk** and perform a **stealth Kill** on them.



SWIMMING

Lara can swim underwater by **diving** or **falling** or **wading** into water which is **1/2BLKS** deep. Once underwater she will go into an **underwater tread**, from this she can go into, **underwater swim**, **underwater 180turn**, **underwater pickup**, **underwater kick**, **underwater lever pull** and **surface tread**. When in **surface tread** she can go into **underwater swim**, **surface swim forwards**, **backwards**, **left**, **right**, **climb out**, **climb onto ladder** and **wade** int the water depth is between **1/2 BLK** and **¾ BLK**.

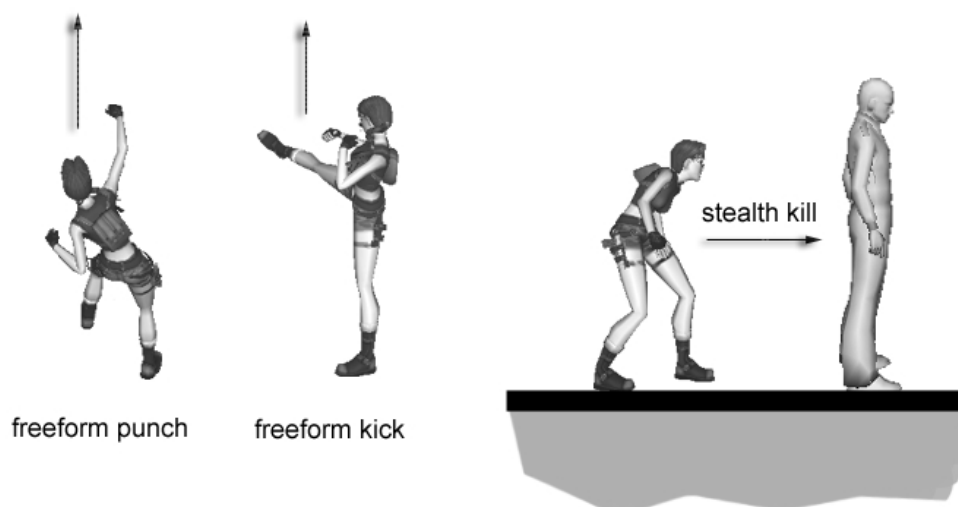
SWIMMING



HAND TO HAND

Lara will have **freeform HTH** moves in the form of a **Punch** and a **Kick**. These moves will operate in the direction Lara is facing. When in the **stealth mode** Lara will be able to sneak up behind an **enemy** and perform a **stealth kill**. There may be more variations on this move. Lara cannot hit friendly characters.

Hand TO Hand Combat



DOORS

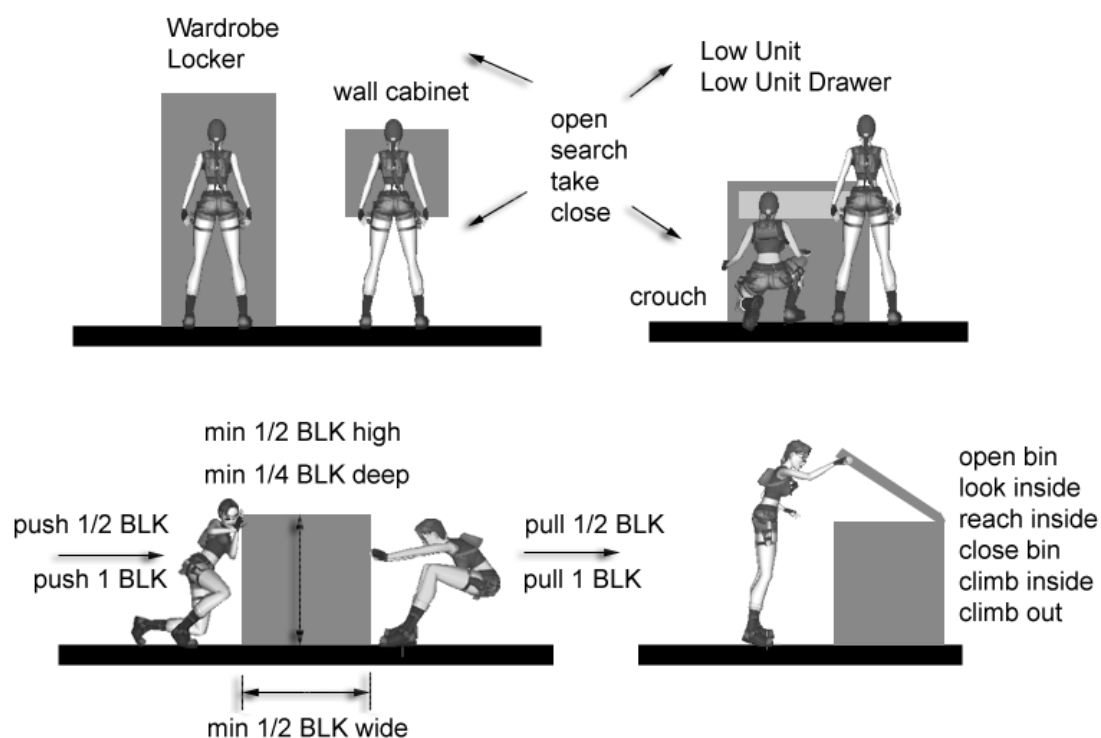
Lara can interact with doors which follow the door templates. The door types are: **Single**, **Double**, **Sliding** and **Heavy Double** doors. Lara can **push open**, and **pull open** a door, **try** a door, **kick** a door, **crowbar** a door and **shoulder barge** a door, **use a key** on a door.

ACTIONS

Lara can interact with various objects which have been made to the template specifications. These are:

Lockers
Wall Cabinets
Bin/Containers
Unit Drawers
Units
Wardrobes

ACTIONS



PICKUPS, THROWS.

Lara can **Pick up** small objects such as **flares etc.** and **throw** them. She can **pick up**, **place** and **throw** items from either **crouch** or **standing**. Lara can pickup, place and throw items using the following generic animations:

Pickup Item -	
High -	3/4 BLK
Medium -	3/8 BLK
Low -	FLOOR
Place Item	
Medium -	3/8 BLK
Low -	FLOOR
Crouching Pickup -	FLOOR
Crouching Place -	FLOOR

Throw item

Standing Over arm
Standing Under arm
Crouching Over arm
Crouching Under arm

SWITCHES

Lara can use various switches which have been made to template specifications. These are:

Small Switch – Pull and Push
Lever Switch – Pull and Push
Button Switch - Push
Valve Wheel Switch – Turn
Chain Switch – Pull -Loop
Underwater Chain Switch Pull- Loop
Blade Switch – Turn Loop
Underwater Chain Switch – Pull
Large Wheel Switch - Turn

Use special object Switch

NB. More switches/ objects may be added.

WEAPON COMBAT

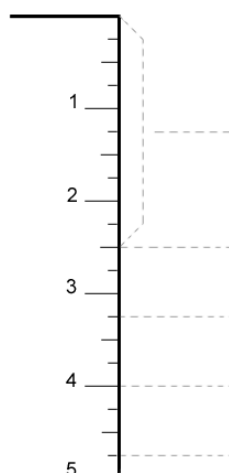
Lara will be able to use the Following Weapons:

Single Pistol
Desert Eagle
Taser Gun
Dart Pistol
Machine Gun
Machine Pistol
SpearGun
Double Pistol
Shotgun

STAIRS

Lara can traverse stairs which have been built to the template specification.

Lara's new fall distance damage



Lara won't lose any energy at all if she falls off and lands within this distance.

Lara will lose a percentage amount of energy if she runs off the top edge and lands here.

Lara will lose a percentage amount of energy if she hangs off the top edge, drops and lands here.

Lara will die if she falls this far by running off the top edge.

Lara will die if she falls this far by hanging off the top edge and dropping.