

The background of the title screen is a dark, atmospheric scene from the game. It depicts a massive, ancient stone structure, possibly a temple or a fortress, partially submerged in water. The structure is covered in moss and vines, and there are large, jagged rock formations in the foreground. A bright light source, likely the sun or moon, is visible in the upper center, casting a strong beam of light down onto the structure. The overall color palette is dark, with shades of blue, green, and brown, creating a sense of mystery and adventure.

SHADOW OF THE TOMB RAIDER™

- LEVEL DESIGN -
BURDEN OF THE BEAST

BRIEF



LEVEL DESIGN - BRIEF

MISSION OBJECTIVE - Escape imprisonment, reunite with Jonah

DURATION - 5 to 8 minutes

GAMEPLAY - Combat, Exploration, Puzzle-Solving, Climbing

CAMERA - Third Person Perspective

COMBAT - Stealth combat with the pistol and rifle

PERSONAL AIM - Learn the fundamentals of modern AAA level design, including techniques for player guidance, combat, environmental storytelling, & exploration

NARRATIVE - BRIEF

After reaching an ancient artifact, Lara and Jonah fall into a trap. Trinity forces were waiting for them. Lara holds off the soldiers while Jonah escaped, but she is captured in the process. The mercenaries knock her unconscious.

Lara wakes up in a makeshift cage at the back of a cave. A soldier steps into the cave to chat with his buddy, the guard, who leans against Lara's cage during the conversation. After the soldier leaves, Lara slips her arms through the bars and strangles the guard. She uses his key and unlocks the cage.

Lara must escape Trinity's staging area for exotic animal exports, then reunite with Jonah.

LOCATION - BREAKDOWN



Trafficking Camp

Small combat arena in
the jungle

Doubles as exploration
zone

Shows one way Trinity
finances its operations



Cave Site

Ritual cave built for
exploration

Traps and secret
collectibles

Altar puzzle

Sells the fantasy

GAMEPLAY - MECHANICS



Run



Jump



Climb



Swing



Shoot



Traps

OBJECTIVE - FLOW

Eliminate Trinity
Forces

Navigate Cave

Reunite with
Jonah

Find Cave Site

Solve Puzzle



LEVEL - BEATS



BEAT 1

Lara will **step out of her cell** only to discover herself **in the middle of an animal trafficking camp** run by Trinity mercenaries. It's **a small jungle clearing** that helps establish the theme of respecting the natural world, and doubles as a stealth combat arena with **5-7 soldiers**. Lara must **eliminate the enemies**.



BEAT 2

After dealing with Trinity, Lara will **explore to find a way out**.



BEAT 3

Lara **finds Jonah**, triggering a cutscene. Unfortunately, **a wide chasm separates the pair**. He mentions that **there's a zip line coming out of a cave** in the rock face, but that **he can't reach it** from where he is.



Scene



Exploration



Combat



Puzzle



Climbing

LEVEL - BEATS



BEAT 4

Lara finds her way into a sprawling cave network that once served ritual purposes. Hidden traps threaten to punish any missteps. Lara needs to explore the caves, and avoid the traps.



BEAT 5

During her explorations, Lara realizes she's trapped in a sacrificial altar room. She'll have to solve the puzzle to exit the cave.



BEAT 6

Lara re-emerges. She will slide down the zip line, the remnants of an old rope bridge, towards Jonah. The line snaps, smashing her against the opposite cliff. Winded, she'll clamber up the rock to reunite with Jonah.



Scene



Exploration



Combat

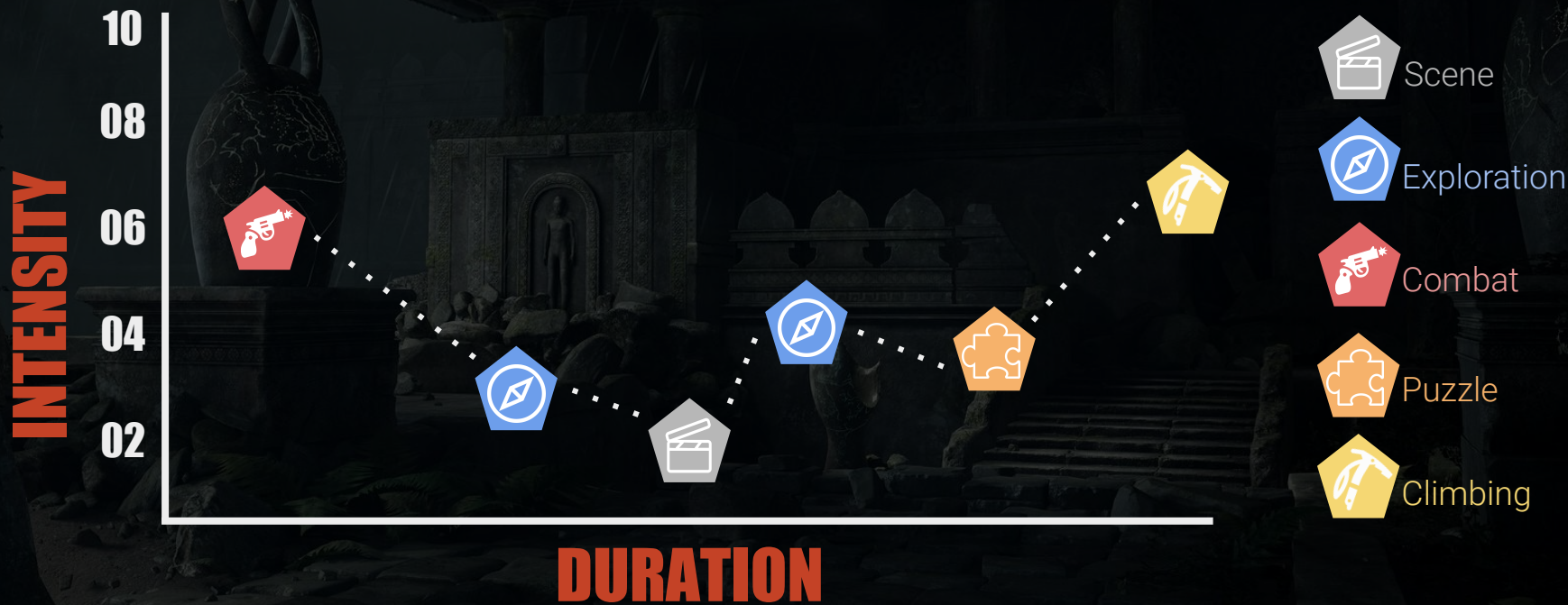


Puzzle



Climbing

PACING - GRAPH



METRICS



METRICS - ARCHITECTURE



METRICS - ARCHITECTURE



Wall Height - 4M



Cave Wall Height - 4M+



Temple Wall Height - 5M



METRICS - JUNGLE



Short Palm
5M Walkable



Tall Palm
8M Walkable

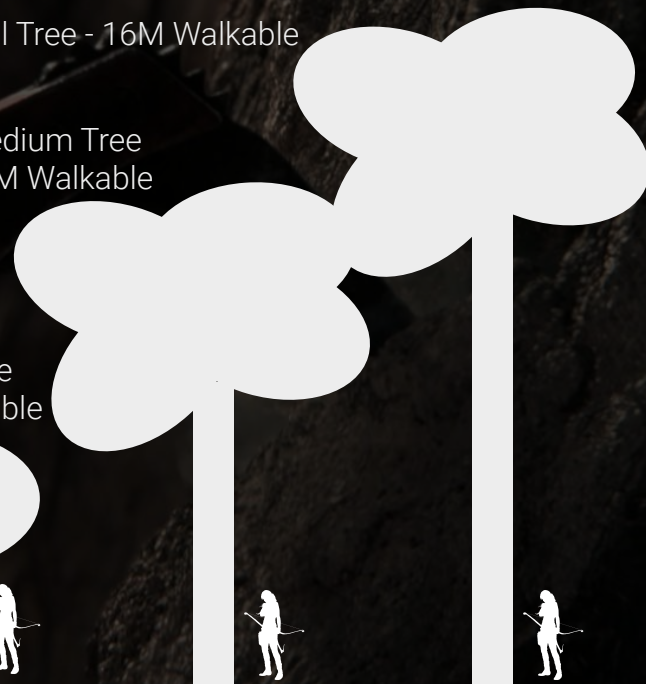


Short Tree
2.6M Walkable



Tall Tree - 16M Walkable

Medium Tree
7-9M Walkable



METRICS - TREE BUFFER

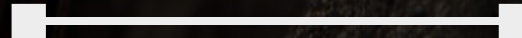


MAKE SURE TREES HAVE A 4M GAP

METRICS - PLATFORMING



1.3M Jump Height



3-5M Jump Distance

METRICS - COVER

LOW COVER - 1M TALL

3x1x1m



2x1x1m



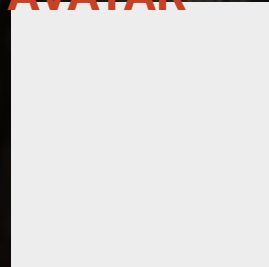
1x1x1m



HIGH COVER - 2M TALL

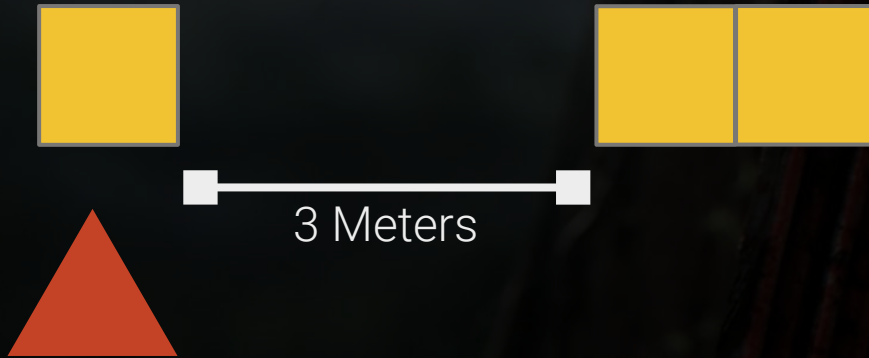


PLAYER
AVATAR



METRICS - COVER BUFFER

MAKE SURE COVER HAS A 3M GAP



PLAYER
AVATAR



REFERENCE



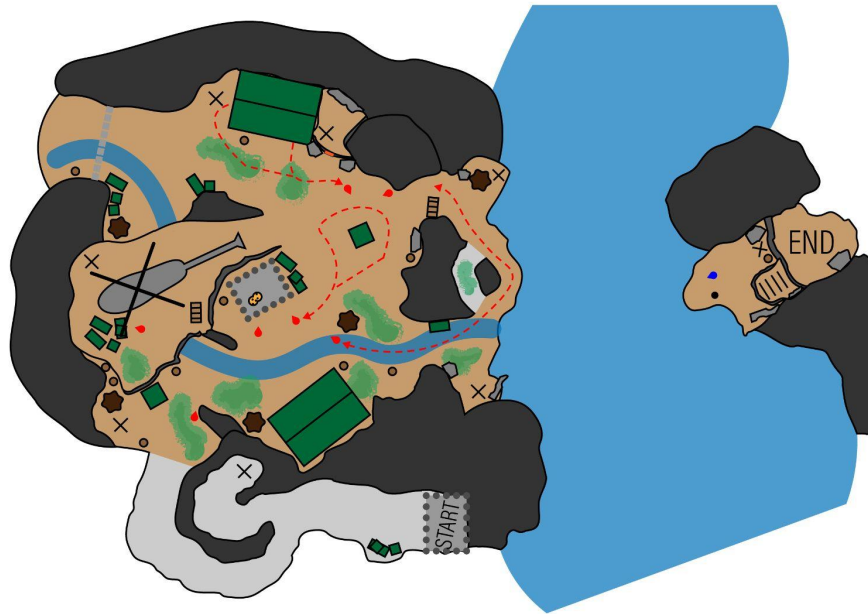
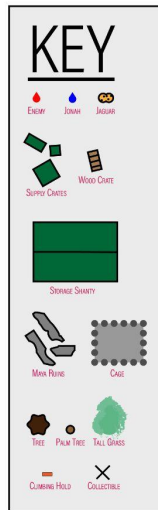
TRAFFICKING CAMP - REFERENCES



CAVE SITE - REFERENCES



2D MAP - Floor 1



2D MAP - Floor 2

