

Intro

So, in the last months I've been working on the next project and not many were aware of this (especially outside of the TRLE builder community and discord). Relic Hunter is going to be an Italian level set that supposedly continues the story of [Spear of David](#), my previous and first TRLE project. My goals with this second project were:

- To learn how to make cutscenes and create a sense of story and progression during the levels
- To improve my lighting and make rooms a bit more appealing and intriguing
- To improve my general knowledge of the engine and push for ideas that I didn't know how to do previously.
- To make the gameplay a bit more varied with puzzles, platforming, fighting and exploring. Diversify themes across the 3 levels and use almost only classic textures, assets and objects.
- Give the player a substantial reward and a sort of subquest with finding all secrets within the 3 levels
- To give a different kind of mood throughout the TRLE: the goal of this project is to make a "relic hunt" type of gameplay, in which Lara has to explore and find artefacts, rather than beating the bad guys or going from point A to B.

Story

After the events of the previous adventure, Lara Croft decides to take a vacation in Italy, visiting Genoa. While taking a stroll in the historic venues of the city, Lara stumbles across a gun store owned by a mysterious man named Gennaro Bullo (Yes, [italian pokemon memes](#)) who tells her that some bad guys/organizations (Mafia, Church...) have put their hands on 3 different relics. Lara swiftly makes up her mind and decides to delve into the mystery and hunt for the relics...

Starting equipment

No weapons, No meds. Lara was supposed to be on vacation after all, and on further notice, the Italian laws prohibits the possession or the unauthorised transportation of weapons in and out of the country. Additionally, there are no "unlimited ammo" weapons. Every weapon will have limited ammo.

Automatic pistols, Deagle, Uzis and Shotgun, m16 and grenade launcher.

Secrets

A total of 10 secrets are present in the 3 levels, which will consist of pickups and a mysterious golden skull. The acquisition of all skulls will grant additional content later on

Levels (MINOR SPOILERS)

Level 1: The lanes -> a chapter focused on the streets of the historical centre, Lara will have to make her way around Genoa, dealing with the mafia that lurks in the Chinese restaurant, exploring a roman museum and eventually making her way to the office complex.

Secrets: 6

Builder completion time: ~40 minutes

Level 2: Offices -> after infiltrating via the parking lot, Lara has to venture inside an office building that guards the last relic. Inside, she'll meet up with the heads of the mafia and will have to deal with many thugs, advanced traps and dangerous stunts to make it out alive.

Secrets: 2

Builder completion time: ~25 minutes


Level 3: Priory -> Once every relic is collected, Lara will gain access to the Priory, situated right from the church. Inside, a world of mystery, dangerous traps, daunting challenges and fearsome enemies will await her, discovering that the situation is more drastic than she thought. Her objective will be finding a way of bringing every relic back to their place, which will inevitably take Lara to revisit some of her past adventures...

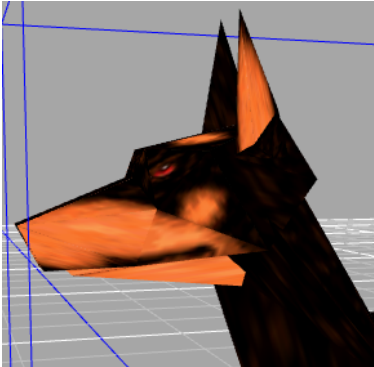



Secrets: 2


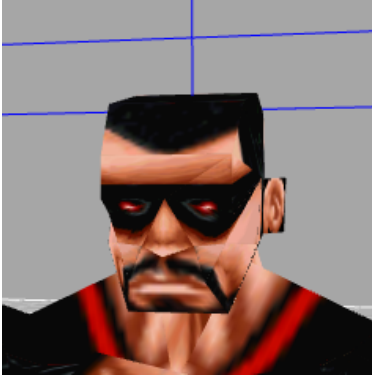

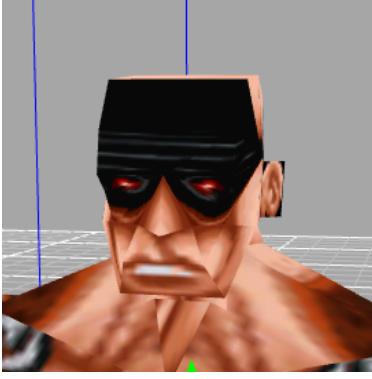
Builder completion time: ~55 minutes




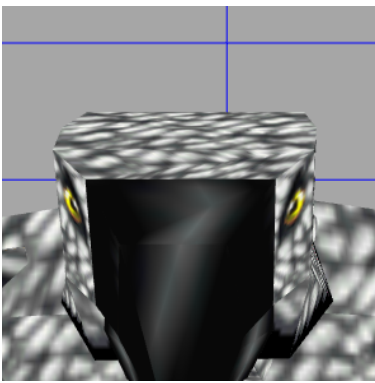
Enemies (SPOILERS)


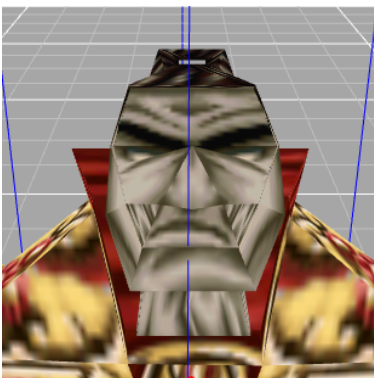
Let's have a look at the enemies that will populate the levels. Don't read this if you don't want to get spoilers!

LARA	HP	DAMAGE
	1000	MAGNUMS - 2 X 2 SHOTGUN (DEFAULT) UZI (DEFAULT) DEAGLE - 12 GRENADE (DEFAULT) M16 - 2

ENEMY	HP	DAMAGE
	16	BITE 150
	24	GUN 50
	24	RIFLE 20 X TICK
	24	SHOTGUN 150

	<p>32</p>	<p>MELEE 150</p>
	<p>60</p>	<p>KNIFE 75 KNIVES 150</p>
	<p>32</p>	<p>SMG 15 X TICK</p>
	<p>150</p>	<p>REVOLVER 50 DOUBLE REV 100</p>

	<p>48</p>	<p>MAGNUM 75</p>
	<p>48</p>	<p>UZI 8 X TICK</p>
	<p>36</p>	<p>PUNCH 150</p>
	<p>200</p>	<p>PUNCH 250 SLAM 500</p>

	60	SLASH 200
	80	SWING 100