

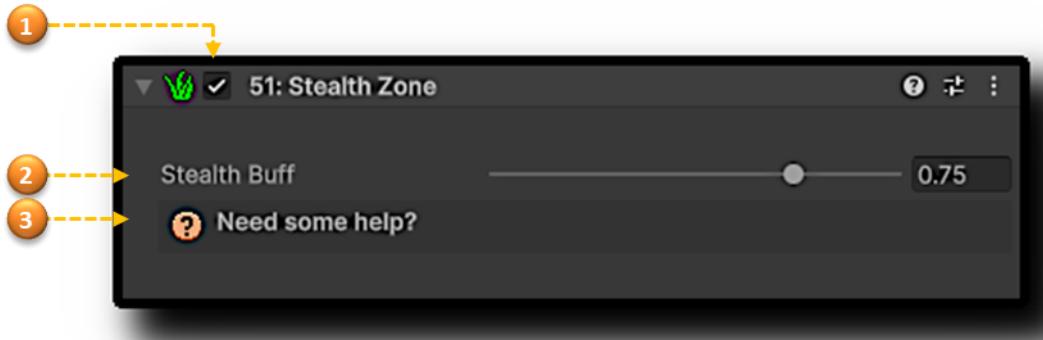
STEALTH ZONE COMPONENT

The Stealth Zone is a component that allows designers to define environmental features that grant a Stealth Buff to actors with a Stealth Component when the Zooner Stealth Add-On is active. A Collider must be attached for the Stealth Zone to function properly.

For seamless gameplay, setting the Collider to “Is Trigger” allows actors to pass through stealth-enabled objects—like grass, bushes, or other cover—without physical obstruction, while still receiving the associated Stealth Buff.

When an actor overlaps multiple Stealth Zones simultaneously, each zone contributes its individual Stealth Buff. These buffs are summed together, but the resulting Zooner Stealth Buff is capped at 1.0, ensuring that concealment remains balanced even in dense stealth areas.

Stealth Zone Inspector Tab



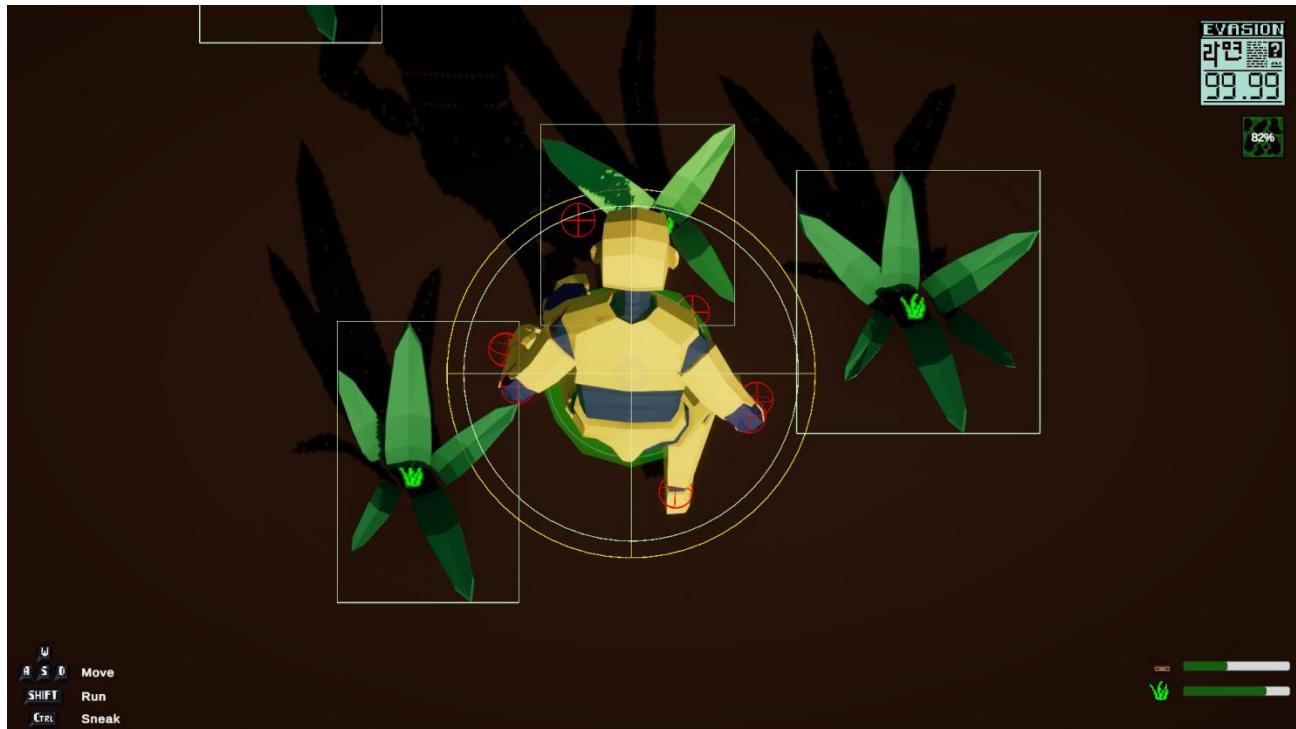
1	Enable	When disabled, the Stealth Zone has no effect on any actor's stealth values, it simply behaves as if the zone isn't there.
2	Stealth Buff	Stealth bonus provided by this zone. If the component is disabled, the buff behaves as 0.
3	'Need some help?'	Displays Help Information.

Developer Note 1

To speed up level creation, the Stealth Zone automatically assigns a single randomized Stealth Buff value the first time the component is added to a GameObject. This helps designers quickly populate environments with varied stealth density without manually tuning every zone. If you prefer to control this behavior, you can easily adjust or replace the randomization logic directly

inside the `StealthZone` script (see the `OnValidate()` section). The method `YourCustomRandom()` is intentionally provided as a simple edit point for technical artists and programmers who want a custom distribution or consistent preset values.

Developer Note 2



When multiple Stealth Zones overlap, a character standing inside them will receive a Stealth Buff from each zone. These values are added together, allowing dense foliage or layered cover to provide stronger concealment.

However, to keep stealth gameplay predictable and fair, the final Zooner Stealth Buff is always clamped to a maximum of 1.0, even if the sum of all overlapping zones exceeds that value.

This means designers can freely combine bushes, tall grass, shadows, and special stealth areas without worrying about characters becoming “over-invisible.” The system ensures every zone still contributes, but never beyond the balanced upper limit.