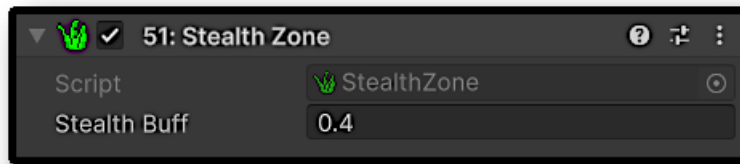


# STEALTH ZONE COMPONENT



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.

## Developer Note

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.