Diegetic signaling from the creatures (drooling, hunger noise, their eyes light up, etc.), showing their state of tracking the player. To think through - for each creatures or general traits stating “Tracking lvl 1 = eyes glow, lvl2= drooling, etc.

1. **Stealth mechanics - enemies can perceive***All the “senses” of the enemies can perceived the players at 5 “Levels of Exposition”: How much a Player exposes himself to the creatures’ specific sense.  
   All types of the Player’s Expositions which a creature perceives are summed up together into a single “General Exposition” which triggers the creature’s behavior accordingly.*Creatures will also need to have a general “zone of perception” around them so that when close enough to the Player (bumping into them) they just discover them.  
     
   - The 1st Exposure level means that a Player is effectively invisible to the creature, and unreachable unless the creatures bump on the Player giving him Exposure lvl4.  
   - The 2nd Exposure level might be divided in 3 steps, here the creature has to TRACK the player’s “signs”, the lvl2 step reveal very distanced tracks from the actual player’s position, the lvl3 step shows them a bit closer to the player’s position, and lvl 4 step has tracks very close to the player’s position.  
   - The 5th Exposure level means that a Player is totally visible to the creature via this specific sense, it can aim directly and go towards it directly.  
   1. **Movement**
      1. If a Player stops moving he can become effectively invisible to some creatures
      2. If a Player starts moving he can become effectively invisible to some creatures
      3. If a Player make something move (point a laser, throw a rock) he can divert and attract creature with movement sensibility towards it
   2. **Light & Darkness**  
      *For each 3 “level of luminosity” the Player’s “tracks” - that the creature actually aims at and follow - are more and more distanced to each others until effectively becoming invisible to them.*
      1. Some creatures CANNOT see you(r tracks) in the light
      2. Other creatures can ONLY see you(r tracks) in light
      3. Some creatures CANNOT see you(r tracks) in the darkness
      4. Other creatures can ONLY see you(r tracks) in the darkness
   3. **Heat**
      1. All Player release between 1 to 5 levels of Heat, which are perceived by some creatures.
   4. **Noise**
      1. Each type of action produces a different Noise level - from 1 (silent) to 5 (exposing). Walking, shooting, talking, etc. all have different Noise Level.

Each Noise is perceived as a Track (exposition levels 2-4) where a creature might go to inquire. The higher the Noise level, the more accurate is its positioning (with a small noise the creature will look around it, while with an explosion it will go exactly where it happened)

* 1. **Smell**
     1. Same as Noise, but instead some actions AND status will increase your level of Exposition through your smell.
        1. Some creatures “spore” you to X level and can therefore track you or have other creatures see you better
        2. If you runned a lot (when out of stamina), maybe you sweat and therefore smell more for “some time”.
        3. Going into water, cleaning oneself, waiting it out are all ways to clear a smell.
        4. Using a creature’s scent counts as the Faction Appearance mechanism (see below and next page).
  2. **Physical Interconnectedness** (think spider webs)
     1. This is a very direct way to get exposed, the more impactful one’s action on the webmesh, the more it creates exposure at this spot.
  3. **Faction “Appearance”**  
     Here the level of expositions are different. Instead for the 2nd lvl, a creature will get close and “inspect” the disguised player. After X amount of time (depending on which step lvl of disguise the player has) the creature discovers him, putting his Exposition at 5 (fully visible).
     1. The player can use various camouflage techniques to appear as if they are part of the reef.

**Ways to hide oneself:**

1. **Movement**
   1. *MOST creatures see you moving as a threat, but XXX ONLY sees you when you STOP moving.*
      1. Use a laser to point and distract/redirect some creatures (like a cat)
      2. Throw things around (stones, etc.) to have creatures follow it.
      3. Stop moving and let creatures pass.
      4. Spread a specific Hallucinogen causing Akinetopsia (motion blindness) to creatures so they CAN’T see your movement, they ONLY see you when you STOP moving.
2. **Light**
   1. *Some creatures LIKE the light (they go towards it, and/or they can only see you with light), some DISLIKE it (they go to darkness areas, and can only see you in darkness).*
      1. Turn on/off light switches.
      2. Change broken lightbulbs or Break lightbulbs.
      3. Kill bioluminescent REEF’s “light” (check glowworms) or feed the REEF to regrow them.
      4. Make a fire or Shut a fire off – Same with a torch (mobile fire) or “fire arrows” – emits HEAT.
      5. Carry an energy torch (not fire), throw a “light” grenade (emitting light in a spot for X time)
3. **Heat**
   1. *Some creatures LIKE heat (they go towards it, and they can detect YOUR heat), some DISLIKE it (they flee any heat).*
      1. Make a fire or Shut a fire off – Same with a torch (mobile fire).
      2. Cream yourself with some product to hide your heat.
4. **Noise**
   1. Throw things around to create noise to redirect creatures towards it.
   2. Yell/sing/talk/etc. to scare creatures OR attract them (depending on the creature).
   3. Walk on specific surfaces to make less noise (or remove boots & walk barefoot?)
   4. The more stuff you carry, the noisier you are.
5. **Smell**
   1. Some creatures can “infect” you with pheromone-spores and you can be tracked by them through it.
   2. When you are engulfed by “The Custodian”, all your smell is inside of him, and when you leave its body for some time you have the same smell as the REEF (i.e. invisible).
   3. Get some perfumes/repellants which attracts/repels different REEF creatures.
6. **Physical Interconnectedness** (think spider webs)
   1. If you walk/touch/damage/etc. the “resonating webmesh” it signals that affected position to the REEF and some creatures are sent to check it
7. **Appearance**
   1. *Camouflage yourself to look like the REEF by sticking to your body REEF parts/mesh/creatures/etc. or bathing in a creature’s blood – like a ghillie/cloak.*
      1. Won’t be perceived by XXX, but creatures with recycling (Weird Interest) will try to take your camouflage out (not attacking you, simply “revealing you by mistake”).
      2. If you use parts of a predator to camouflage, then you will be fled by the REEF’s weakest creatures but sought by other predators (like challengers).