* Fog of War
  + Each character can see for 30 meters 360 degrees around them
    - This means that once players are in the center, they will be able to see all other players in the center
  + Characters vision can be blocked by walls, and they will not be able to see past them
  + Enemies within range will be highlighted and will show up on the minimap
  + If an enemy moves out of view, the minimap shows the players last location as a faded dot, and they show on the main view as a static model in the last position they were seen in
  + Areas of the map not in the character’s view range or blocked by walls will be obscured by fog.
  + Some card effects or perks will reveal areas further from the player
    - See spec [Cards]