XCOM 2: Fear Mechanics

[Link](https://www.youtube.com/watch?v=4ab_6Ieyp1w)

Explanation: In XCOM 2 if a friendly soldier dies or something else equally as bad occurs, another soldier can go into a “panicked” state, basically ignoring playing commands and doing what they think is best, either running away or attacking the enemy headstrong.

How it can be implemented: If a low level survivor witnessed something horrible they can freak out and start running away.

This War of Mine: Cone of Vision and Audio Queues

[Link](https://youtu.be/55TmXDuUL0I?t=16m36s)

Explanation: In This War of Mine the map is not entirely seen for what’s really there. Instead, there’s a cone of view for things in front of the survivor and audio “blips” for things out of view. Whenever there’s an action occurring it shows how loud the survivor is.