Level design ideas for stealth

-Stealth games focus on traversing the level not on combat

-Offer choice to the player for what path to choose

-Add hiding spaces, and mechanics which make the player less visible to the enemies like crouch or shadows

-Think of player affordances and how the game transfers from the fleeing (detected) stage back to stealth

-Increase the skill it takes to get from start to goal with each level

-Increase number of enemies to make the game become harder

-Create more complex patrol patterns so it’s harder for the player to learn or anticipate their moves

-Add sub-objectives in later levels (switches or levers)

-Make the earlier levels intuitive (force the player to go on a specific path somehow to learn the mechanics)