Minimum game functions needed for the game to be playable:

* Item pickup/carry/drop and throwing.
  + Items can be knocked over/dropped: items must exist in world-space if player is nearby (along the lines of Half-Life/Portal physics)
  + Items must always react to physics and other objects
    - If player drops item off a cliff, the item should keep falling (gravity still active) until out of sight (far distance), then de-spawn.
  + Items should visibly react to collisions if thrown/dropped by the player.
    - Player throws item. If item hits something that is not an enemy, alert nearby enemies (suspicion +1) and draw their attention to where the item hit (change from idle/pace to search).
      * If item hits enemy, suspicion is set to highest and enemies start to chase player.
* Suspicion system for enemy behavior.
  + By default enemies either pace or idle and spawn in at 0 suspicion.
    - If suspicion = 0, enemies idle/pace.
  + Nearby enemies react to a thrown object. Raises suspicion +1
    - Enemies have a check radius? If object lands within the radius, they will search for it.
  + If a player-thrown object hits the enemy, suspicion = max and start chasing.
* Stealth system.
  + By default player cannot be seen by enemies. Not affected by light/shadow.
    - If player isn’t carrying an object and is not close to an enemy, they can’t be seen.
  + If player gets close to an enemy, raise suspicion +1.
  + Specific areas (shadows, darkness) will conceal player by default if they’re carrying an object and suspicion is low.
    - If the player is in the right area (shadows, darkness) and suspicion is 0 (or slightly higher), the player is concealed.
  + If player is in the right area, carrying an object, and suspicion is higher, or if they’re carrying an object in daylight/light source, set enemy suspicion +1 to a timer. Suspicion will continue to rise until player conceals themselves, drops the item, or the enemy starts to chase.