

NPCs can hear.

Hearing the player's tools or hearing the player breaking a lock will *increase* the NPC's suspicion.

Obstacles, distance, and headphones can obstruct an NPCs' hearing.

NPCs can see.

Seeing the player acting strange or seeing the player breaking a lock will *increase* the NPC's suspicion.

Obstacles, distance, sunglasses, and phone use can obstruct an NPC's sight.

NPCs can talk.

Hearing suspicion about the player will *increase* the NPC's suspicion.

Sharing suspicion about the player will *decrease* the NPC's suspicion.

Obstacles, distance, and phone use can obstruct an NPC's talking.



Suspicion should drive gameplay.

The player will get caught when any NPC reaches maximum suspicion.

NPCs will have strengths or weaknesses in seeing, hearing, and talking.

The total suspicion in the level will always increase over time.

UCDBTS: NPC Suspicion

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