

Conditional Detection



HITMAN

DISGUISES

Hitman's gameplay with stealth through disguises has grown into becoming it's own sub-genre; **social stealth**.

The premise is simple, you need to be in the kitchen? You wear a cook's outfit. What to get close to your VIP target? Dress up as a personal bodyguard.



With such an experience it's of course very much immersion over realism. Surely the other cooks know their colleagues?

While this is not the case in the world of Hitman, there are **enforcers**. These special NPCs are able to see right through you disguise, often they take the role of a leader (a head chef knows all the cooks for example and will be alerted if you show up in a cook's outfit). This is indicated with the white dot above the NPC.

As the ultimate trick up agent 47's sleeve he's able to **blend in**. A cook cutting up the veggies is unrecognizable, even by the head chef. Although the player (in most cases) isn't able to move while blending in, it does provide a safe haven. It allows the player to make a plan or hold tight until the head chef leaves or turns their back to make a move.

These can be very much compared to being invisible in bushes in many other games.



Regardless of all the outfits, agent 47 would still feel naked without his trusty silent pistol, string and coins. Although the focus is on social stealth, each level can (and has a challenge to) be completed without ever changing out of agent 47's suit.



Assassins Creed

In the Assassins Creed series the player is able the hide inside bushes and is pretty much only detected if an enemy walks into them while searching.

'Valhalla' reintroduced aspects of social stealth to the series after it not being there for several entries. This mechanic allows the player the blend in with the crowd and 'hide in plain sight'.

BUSHES & CROWDS

In Metal Gear you hide in boxes. As long as you don't move the guards won't see you. This allows you to carry your cover with you. As long as you don't get into combat of course, the cardboard won't help you hiding from incoming bullets!



Metal Gear Solid



BOXES?..

Stefan Kwak, 08/03/2021

Franchise Game Time;

Hitman: 50+ hrs  
Assassin's Creed: 400+ hrs  
Metal Gear: 150+ hrs

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