Ninjilante is a top-down stealth action game in which you control two competing ninjas that steal and kill their way towards a common objective. The gameplay is mainly stealth, but with lots of killing and a good amount of melee combat. The player controls a ninja character with the objective of killing an important bad guy, or stealing a priceless artefact.

They have to evade enemies by dodging their cones of vision, kill unavoidable enemies, hide their bodies, and avoid making sounds that alert the enemies. When the objective is reached, the player needs to escape by fighting their way out of the building through large amounts of enemies. Consumable items such as speed boosts and stun darts can help with stealth, and smoke bombs can help out in the escape.

The two ninja characters in the story don’t know each other but are both essentially fighting for justice. There is a male assassin ninja who plays levels from right-to-left, and a female thief ninja who plays left-to-right. The player gets the impression that the ninjas are coming toward each other, and in the final levels they meet in the same building with conflicting interests.

The game will look a bit like the classic Pokemon games, with an oblique 2.5D camera view. The art style will be a high detailed pixel-art style with a uniform colour scheme of red/black/white and light brown.