# Cleptomaniac

Busy street, mid-day

1st Person

Low Poly

Stealth Game-Type

Difference in store levels

* Easy
* Medium
* Hard
* Extreme

On door hover, show difficulty level or press M to open the map

If its a high level store, there will be more;

* Staff
* Camera's
* Security
* Security Ports

Upgradeable skills, like;

* Increase backpack-size
* Threat decreasing faster
* Increase sprint speed (Maybe?)
* Decrease % of lock picks breaking on failure

Ally-ways to decrease threat-level

Ally-ways to enter/exit stores sneakily

What to steal?

* Clothes
* Electronics
* Food/Drinks
* Jewels

Rip-off Shop names

* MediaMarkt – BediaMarkt

Character idea's

* 1st person
* What is shown / what isn't
* Fingerless hands
* Low Poly