**Ghostly Spymaster**

1. Overview

A top down 2D stealth adventure game set in a dystopian future where the player – a cybernetically enhanced spy - must use non-lethal methods and stealth to navigate levels, avoiding enemies’ cones of vision. The player must steal information in each level to sell to the black market. The player can spend resource points – collected throughout the levels – to use abilities such as moving through walls, going invisible or hacking cameras.

1. Core Gameplay
   1. Core Elements
   2. Player
   3. Controls
2. Environment
3. Structure
4. Audio
5. Templates
6. Target Audience