Retro Runner Feature Tracker

* Advanced control customisation options, mouse sensitivity, key-mapping, stored in serialised document
* Subtitles for player speech, available in three different sizes
* Language files for UI and play speech for localisation
* Improved running mechanic, whooshing sound effect and visible motion blur and distortion, available to be turned off in menu, speed monitor with a HUD feel at the top of the screen, responds in parallax to movement, camera shake
* Player animation and body, visible moving hands while running, low poly, flat shaded / wireframe
* VHS effect on screen
* Drivable vehicles? DeLorean DMC-12?
* Enemies?