# Mechanics Leon

High Grass // High Priority

If player inside high grass (collider) while crouching = invisible for enemy range

Gass/Fog // Low Priority

Gass/Fog (collider) that kills of enemys that are stuck to player, if player runs inside it

Gass/Fog that keeps enemy from following players inside

Sharp Stones/Crystals // Medium Priority

Kills Player when he falls on to them

Enemys // SUPER HIGH Priority (at least two enemys)

See Enemy Mechanics Document

Pulling/Push // High Priority

Being able to pull a block/ push a block, see old prototype (Zelda Like)

If possible keep the old mechanic of picking up the block and move it to rb on controller

Breakable Block// Low Priority

If it falls from a set hight or gets hit by another block on a set speed it breaks/dissapears