# Mechanics Leon

Enemies: Medium

* when player is set to not kill enemy but follows him, he should not push player around when player is not walking but stop in a certain distance and wait
* **optional** player can be able to drop a stone/block onto enemies had to either kill or stun him for a set amount of time

Player: High

* sound detection range when falling
* sound detection when falling while crouching
* jumping height should be defined by how long the player presses the jump button
* Timer to set the amount of time the player can sprint/run
* Player should not slow down midair when stopping sprinting midair
* Player cannot get of the top of the ladder if speed is to low
* Falling from a specific height kills the player
* Add that after jumping the character always moves a bit in the direction he landed / slides a bit, like on ice (to make the character fell like it weights something // Optional for now

General Low

* Player should move with moving platforms instead of walking with them