# 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 drop a stone/block onto enemies to either kill or stun them 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   
  //Look at you using comments :D ^^^^^^^^^^^^^^^

General Low

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