# 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

General Low

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