# Mechanics Leon

Enemies:

* 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

Running Timer:

* Timer to set the amount of time the player can sprint/run

Moving Platform

* Player should move with the platform and shouldn’t have to walk with it

Player

* Detection range should increase when player hits ground after jumping or when falling on the ground.
* Detection range when player falls while crouching