# Mechanics Leon

High Grass // High Priority

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

Gass/Fog // Low Priority DON’T EVEN THINK ABOUT DOING THIS BEFORE YOU DO THE ENEMIES

Gass/Fog (collider) that kills of enemies 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

IF YOU EVER WANT TO HAVE THE OPTION OF CHOCOLATE DO THE ENEMYS FIRST