# Mechanics Leon

Checkpoint System // Medium Priority

If player past certain points, player resets to said points when he dies

High Grass // High Priority

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

Gass/Fog // Low Priority

Gass/Fog (collider) that kills of enemys 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