# 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

Player:

* sound detection range when falling
* sound detection when falling while crouching

Running Timer:

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

General

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