The player doesn't jump high enough plus the control of the players shifts between control of the mob and the main character whenever you touch either one. Nice work with the jumps though, they look pretty smooth :). also you can't kill the mob by jumping on it, also try to add a damage mechanic so that when you touch the mob from below, left or right you will take damage. The movement is great but as you move to the left the player starts to sink down into the ground. But it looks great! Keep up the good work!

-Sam