The inconsistent damage dealing has been fixed.

* There were a couple structural deficiencies in my code that I did not realize
  1. I made sure my children classes had versions of functions their parent classes had but they did not at the time
* My hitboxes did not stay active as long as they should have.
  1. I made sure that the hitboxes stay active throughout any attack’s animation.
  2. I fixed hitboxes continuously dealing damage to a target

I found how objects would be carried over through DontDestroyOnLoad() however I did not realize that this would continuously keep them from being destroyed between ALL scene switches.

* Through OnLevelWasLoaded() I made sure that from any other particular scene, extra objects would be destroyed. That way the game could restart properly.