Wall run bugs if there’s an Actor close to the end of the slope

* Adjustment of rotation according to ground uses both Static and Dynamic objects to calculate the Normal. As wall run uses this feature to control the movement, the character is able to keep walking on the air because the traces hit the invisible Actor and messes with the normal

Wall run next to other walls can bug and allow the character to walk on the non-slope wall

* Keep checking if the Hit has tag “Slope”

Character rotation adjustment messes with the spawn of the Breath Area of Effect

* Spawn using the Forward Vector projected on Plane XY

Pushable Objects can be pushed by walking onto them

* They are Dynamic meshes thus react to physics and collision with the character