Pushable Objects can be pushed by walking onto them

* They are Dynamic meshes thus react to physics and collision with the character
* Stop using physics’ velocity and just simulate velocity
* If doesn’t work with moving Static Objects around, activate Physics Simulation only while being moved (not such a problem because of the delay after the character breaths out, what wouldn’t give the player the chance to run to them and kick them around

Character animation acts completely weird when using charging skill while on non-even ground

Rotation of Rolling Head flicks when moving in different directions

* Problem is cause because a fixed amount is being used to measure the rotation
* Possible fixes would be to measure the rotation separately
* If applying rotation separately, use local rotation

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

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

* ~~Spawn using the Forward Vector projected on Plane XY~~

DONE ~~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”~~

DONE ~~Character is able to use Breath and then Hook shot while breathing out, or Hook Shot and Breath while still travelling~~

* ~~Probably a problem concerning the conditions of the character is specific player state~~
* ~~Update: problem happens because the reset of player state happens in the parent “End Ability”, while the actually end of the skills comes after the execution of End Ability Child(End Ability > (…) > End Ability Child > Breath Out or Fire Hook Shot)~~