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 ~~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

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)