playerMovement.cs bugs:

bug 1 happens when the player holds a horizontal directional key while dashing and releasing the horizontal directional key mid-dash. This caused the player to continue moving in the direction they were moving in. This happens because

bug 2 happens when the player is in the air, holding a horizontal directional key like A or D, and spamming a vertical directional key like W or S, causing them to hover in the air. this probably happened because Move() was being called multiple times, which called the MoveDirection method multiple times. MoveDirection uses inputVector, which is a unit vector in any directions excluding diagonals, which are turned to (-1, 0) or (1, 0). Since inputVector.y is 0, that means when MoveDirection was called, it most likely reset rb.velocity.y to 0 everytime, causing the hovering. This was fixed by separating horizontal movement and vertical movement into two different action events. Horizontal movement is under Move, vertical movement is under Look. Now, both horizontal movement and vertical movement returns a float value since it is a 1D axis.