Sir Dingus Things to Fix

# All Characters

* Capsule component blocks movement after death

# AI Characters

* AI that die during travel do not lose their focus nor stop moving towards their destination
* Upon losing sight of the player the AI will travel to the player’s last known location and will not stop moving there even upon finding the player again

# Players Characters

* Client players’ bAlive boolean sometimes seems to be both true and false, leading to strange behaviour on death
* Dodge Roll has no mechanical purpose at the moment