Projectile

The Projectile Actor used for the Advanced Weapon Component is BP_WeaponProjectile.

It is a simple Projectile type Actor that only has two important updates:

1. Calls BulletHit event from AC_AdvancedWeaponComponent when Hit event occurs
2. Uses custom collision settings: object type is Destructible and response to Destructible is "Ignore"
    - this setup is done in order for burst to work accordingly when using projectiles - projectile should not collide with each other

`Any custom Projectile can be used as long as it calls BulletHit when Hit event occurs and uses object type that does not respond to itself. Aside from that, the type of "ProjectileType" variable in "S_WeaponFire" should be changed from "BP_WeaponProjectile" to custom provided Projectile type.`

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