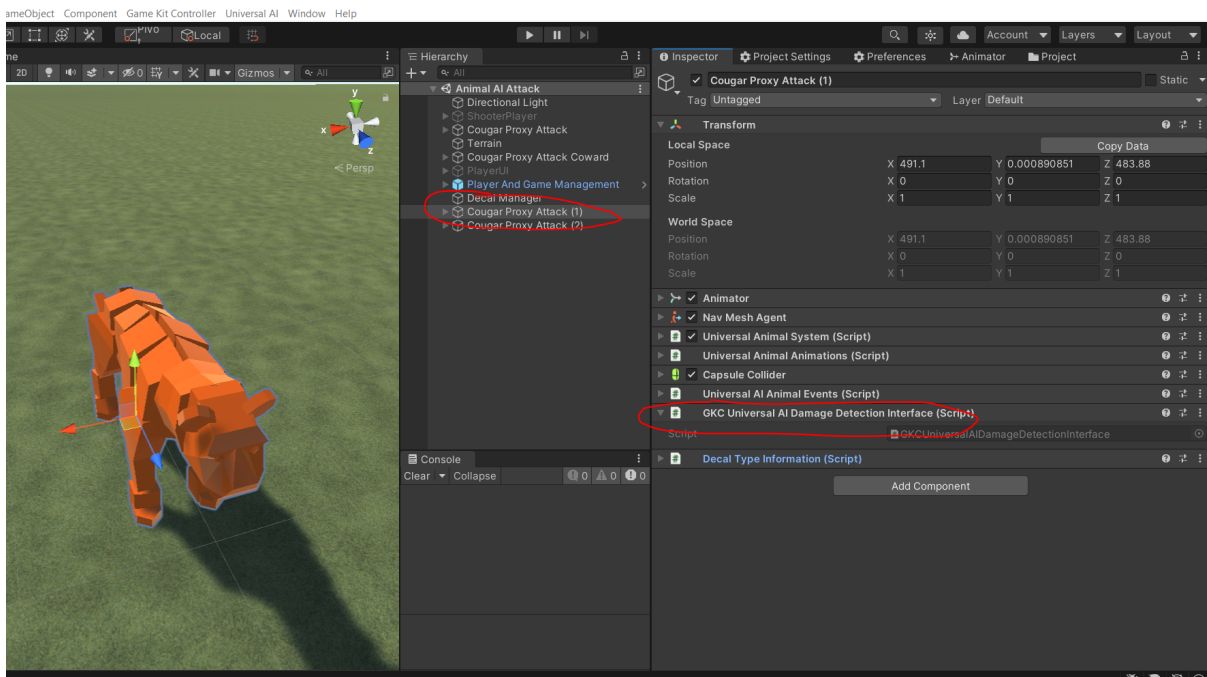


Open the script health.cs from Game Kit Controller and add this code:

```
health.cs GKCUniversalAIDama...ctionInterface.cs
Assembly-CSharp health
1 using UnityEngine;
2 using System.Collections;
3 using UnityEngine.UI;
4 using System.Collections.Generic;
5 using UnityEngine.Events;
6
7 using UniversalAI;
8
9 public class health : healthManagement, UniversalDamageable
10 {
11     public float healthAmount = 100;
12     public float maxHealthAmount = 100;
13
14     public bool generalDamageMultiplierEnabled = true;
15     public bool generalDamageMultiplierActive;
16     public float generalDamageMultiplier = 1;
17     float originalGeneralDamageMultiplier;
18
19     public bool regenerateHealth;
```

using UniversalAI; and , universalDamageable

Rename the file GKCUniversalAIDamageDetectionInterface.txt as .cs and attach it to the Universal AI objects:



And that is all needed, the damage detection will be applied between both characters, GKC player and Universal AI objects.