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

using UniversalAI; and , universalDamageable

Rename the file GKCUniversalAIDamageDetectionInterface.txt as .cs and attach it to the Universal AI objects:
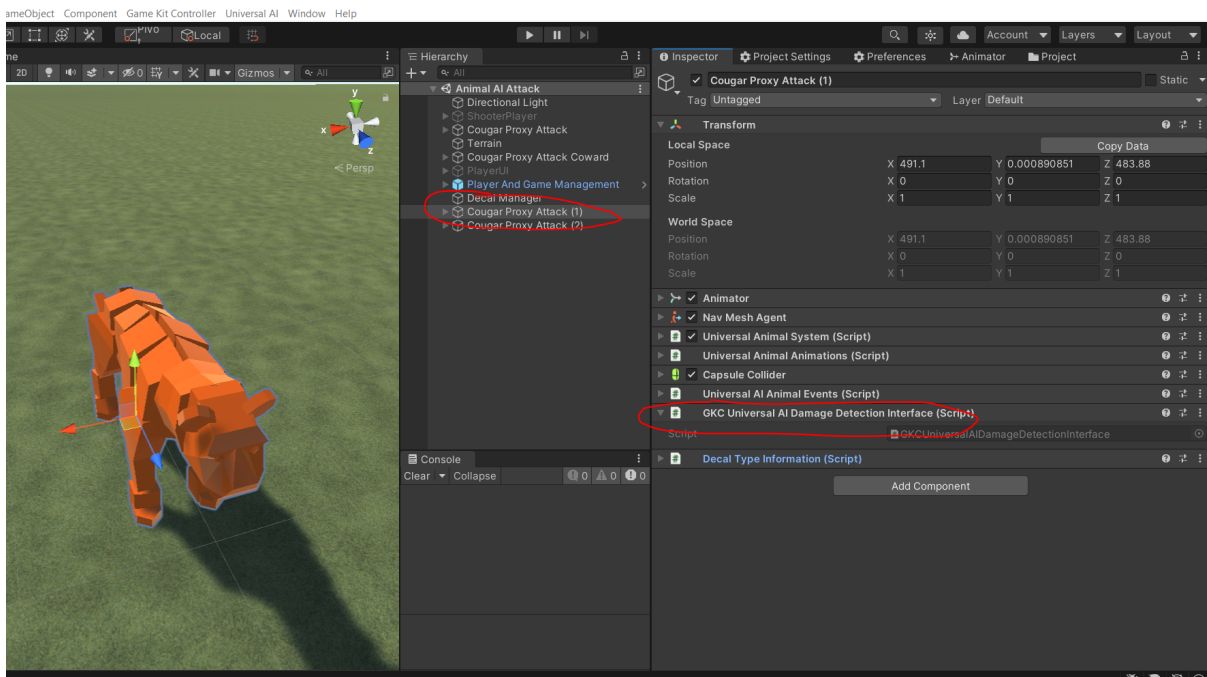
And that is all needed, the damage detection will be applied between both characters, GKC player and Universal AI objects.