Source/Warrior/Public /WarriorGameplayTags.h

Source/Warrior/Private Source/Warrior/Private /AbilitySystem/Abilities /AbilitySystem/GEExecCalc /WarriorHeroGameplayAbility.cpp

/GEExecCalc DamageTaken.cpp

Source/Warrior/Private

/Characters/WarriorHeroCharacter.cpp

Source/Warrior/Private /Components/Combat/HeroCombat

Component.cpp

Source/Warrior/Private /WarriorGameplayTags.cpp