The dismemberment system is ready for immediate use, but you can adjust parameters to match your game design needs.
The default damage level providing by the test first-person character is set at 10 units.
Similarly, each limb and the zombie's head have a default health level of 10 units, resulting in limbs
being severed with a single hit. You have the ability to modify limb health settings and specify trigger bones list hiting which
will cause limb damage. To make these adjustments, open the BP_Zombie blueprint
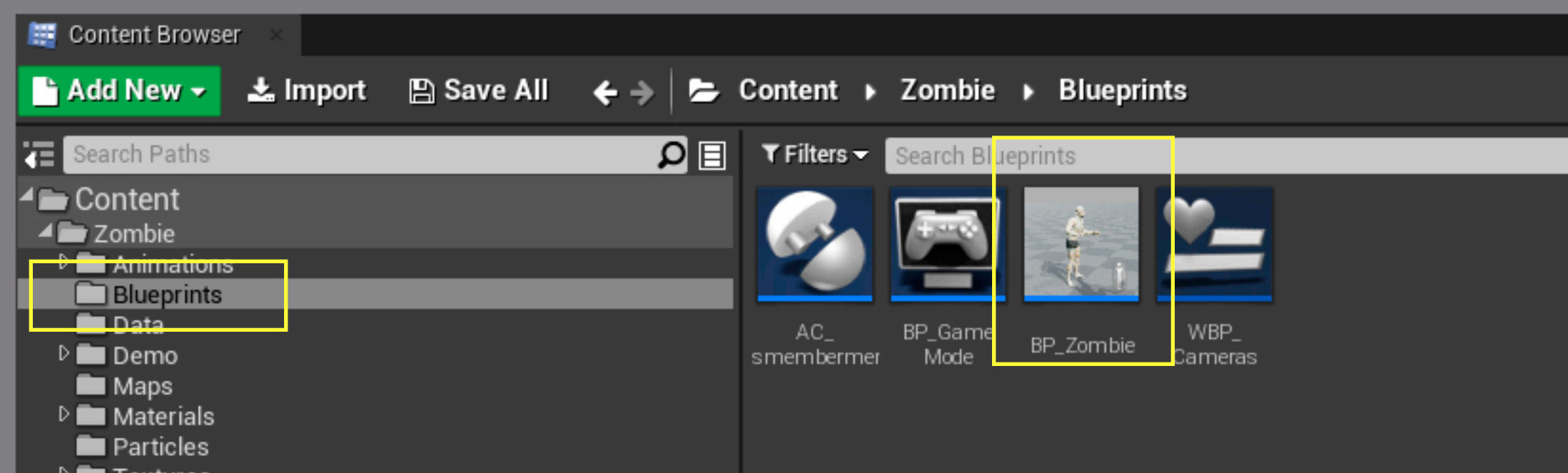
Then select ac_dismemberment actor component, Open details tab, Find dismemberment struct under the settings category
all settings can be mapped inside of this struct. To open it - click on triangle dropdown
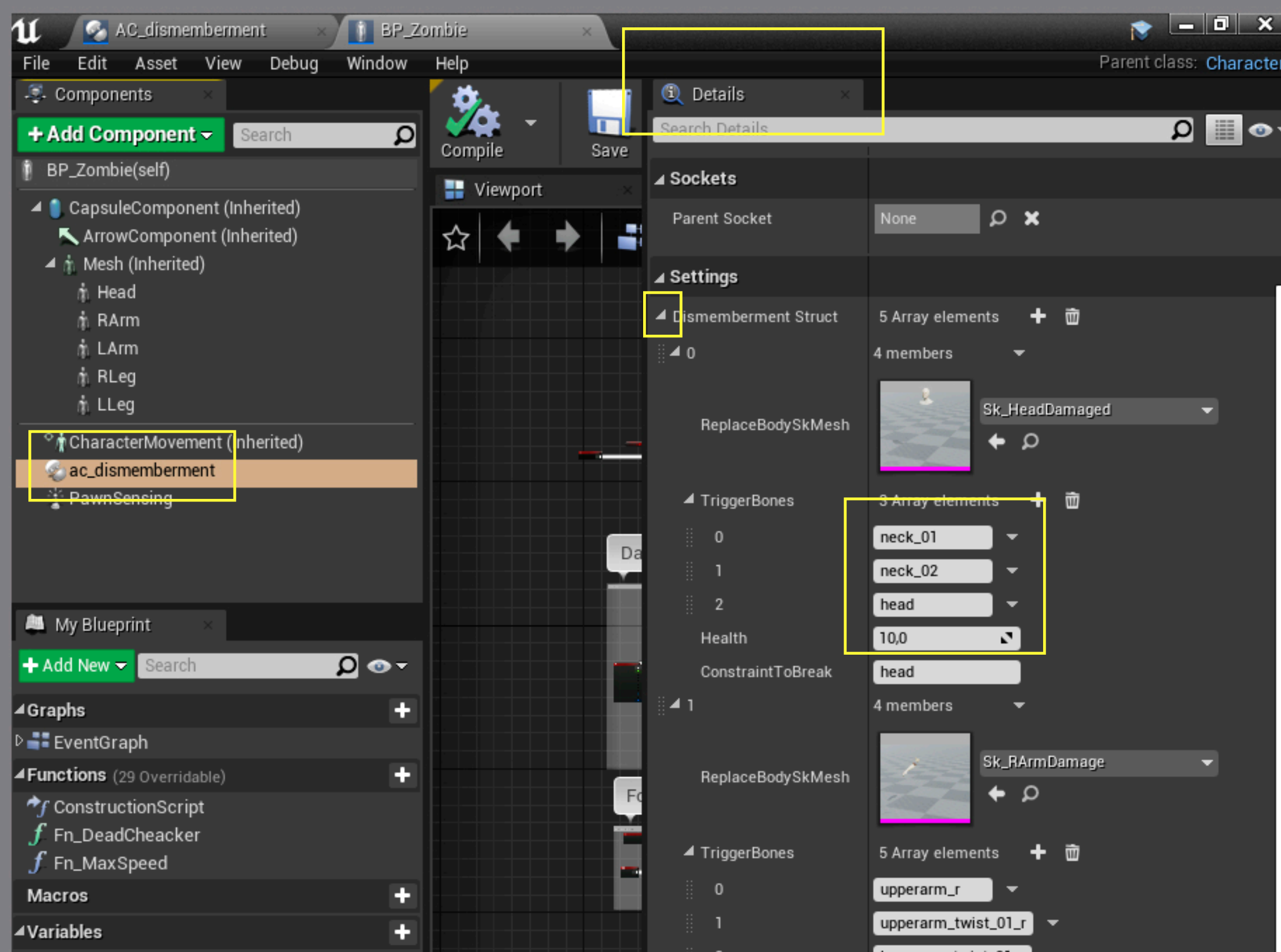
dismemberment struct array consists of five elements, each one contains information about 5 dismember-able
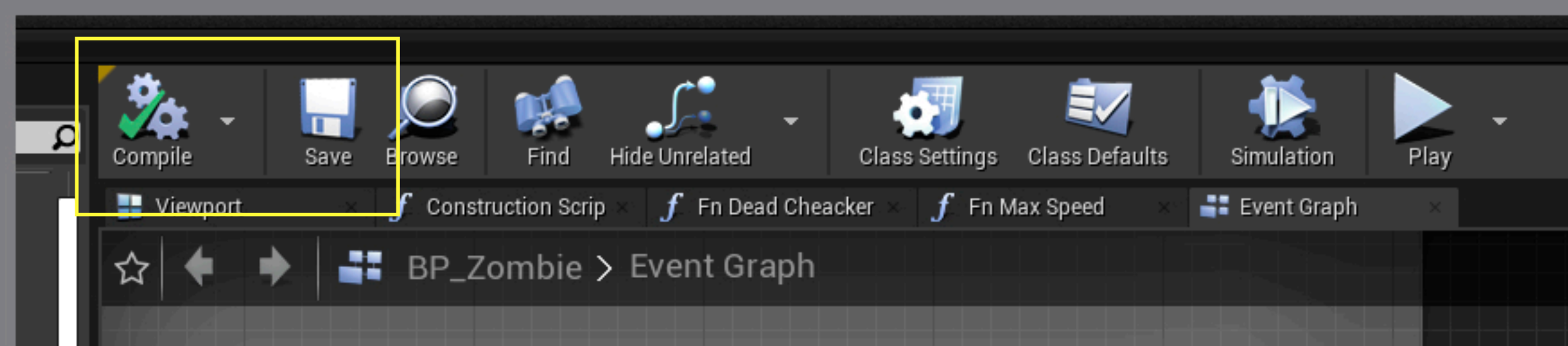parts of the zombie's body, respectively.
   Element 0 - contains zombie head settings
   Element 1 - right hand settings
   Element 2 - left hand settings
   Element 3 - right leg settings
   Element 4 - left leg settings

Plese, do not forget to click on save & compile buttons when desired changes are done.