**Weapon Scriptable Objects**

The main weapon scriptable object could have “pluggable” components that are other scriptable objects. The visual weapons rotation, angle, motion could be stored in a different scriptable objects that holds the values for weapon attack motions. For example there can be a scriptable object for spear-like motions, dual wield, slash, smash, etc.

That was when creating a new weapon its motion can just be plugged in and slightly adjusted.

To hold the entire motion it could also hold the motion function? TBD