

# Bocamadoura Sword v1.0 Kit Documentation

## About the Sword Legend

For hundreds of years, a mysterious sword had been embedded in the cliffs above the Peace church in Bocamadoura, Anglondu Kingdom. The monks say it is Bocamadoura, great sword of the Warrior Bocamadour. According to legend, Bocamadour hurled the holy blade into the side of the cliff to keep it from being captured by undead enemies. Since the 12th century, the church has been a destination for satanic pilgrimages and returned hell's creatures.

## About this Sword Kit

This starter kit was designed to provide completely custom, and customizable examples for provide an complete Sword to game developers.

## Examples scenes

By default, a scene included in the kit should already be in the build settings list, with 4 prefabs for 4 declinations of the Sword.

## Future version

Many other weapons can be made and will be available on the store if you like our Work.

## About the Author

Artz Studio is a little corporation to make Scripts, modellizations 2D and 3D and who want to specialize in VR applications. Vincent Artz supervise all works in the corporation.

Please contact us if you have any Questions!

Our kit may be sort of strange because we've basically created a sword without a entire game. It's fairly modular but we expect people to ask us questions or make suggestions to improve our skills.

Please feel free visit <http://www.artzstudio.net> or email us at [contact@artzstudio.net](mailto:contact@artzstudio.net).

If you want to help us to develop new weapons / objects, please donate by [clicking here](#)  
Thanks for your support and we hope to hear from you!

### Specials thanks

To my little daughter Valentine who inspires me all days in my work.