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import tkinter as tk

class BMI_Calculator:
    def __init__(self, master):
        self.master = master
        master.title("BMI Calculator")

        self.weight_label = tk.Label(master, text="Weight (kg): ")
        self.weight_label.grid(row=0, column=0)

        self.weight_entry = tk.Entry(master)
        self.weight_entry.grid(row=0, column=1)

        self.height_label = tk.Label(master, text="Height (m): ")
        self.height_label.grid(row=1, column=0)

        self.height_entry = tk.Entry(master)
        self.height_entry.grid(row=1, column=1)

        self.calculate_button = tk.Button(master, text="Calculate", command=self.calculate_bmi)
        self.calculate_button.grid(row=2, column=0)

        self.result_label = tk.Label(master, text="")
        self.result_label.grid(row=2, column=1)

    def calculate_bmi(self):
        weight = float(self.weight_entry.get())
        height = float(self.height_entry.get())
        bmi = self.calculate_bmi_number(weight, height)
        bmi_status = self.get_bmi_status_description(bmi)
        self.result_label.configure(text=f"BMI: {bmi:.2f}, {bmi_status}")

    def calculate_bmi_number(self, weight_kg, height_m):
        bmi = weight_kg / (height_m ** 2)
        return bmi

    def get_bmi_status_description(self, bmi):
        if bmi <= 18.5:
            return 'Underweight'
        elif 18.5 < bmi <= 24.9:
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            return 'Health Weight'
        elif 25 < bmi <= 29.29:
            return 'Overweight'
        elif bmi > 29.29:
            return 'Obese'

root = tk.Tk()
my_gui = BMI_Calculator(root)
root.mainloop()
```