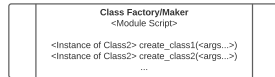


**Quick Note1:**  
The returned identity instances will be assigned to a ModuleScript generated and parented to replicated storage.

**Quick Refactor1:**  
There will be one Class Factor/Maker Module Script per Class

Note: Here, 'Class', is referring to the notion of player role/class/monster type identity common to RPGs. It is not referring to the OOP notion of 'Class'.



Most straightforward approach is to implement creat\_class versions through sperate functions (as illustrated). If elected, polymorphic behavior can always be introduced in a refactor. create\_class should generate all appropriate infrastructure and parent it to the appropriate locations (Events, Scripts, LocalScripts, Start Class selectino GUI)

