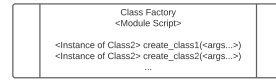


Note: Here, 'Class', is referring to the notion of player role/class/monster/type identity common to RPGs. It is not referring to the OOP notion of 'Class'.



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

