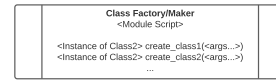


Quick Note1:
The returned identity instances will be assigned to a ModlueScript generated and parented to the palyer character upon selecion of a class.

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

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



Most straightforward approach is to implement `create_class` versions through separate 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 (Evnets, Scripts, LocalScripts, Start Class selectino GUI)

