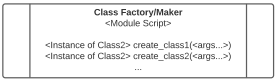


Quick Refactor/Note1:  
There will be one Class Factor/Maker Module Script per Class

Note: Here, 'Class', is referring to the notion of player role/class/identity 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 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 (Ennets, Scripts, LocalScripts, Start Class selectino GUI)

Quick Refactor/Note2:  
Class Maker constructor will not return the instance, instance. Instead, it will parent a ModuleScript representation of the identity instance to the Character of the Player who selects the class.

