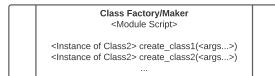


Quick Refactor/Note:
There will be one
Class Factor/Maker
Module Script per
Class

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 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)

