I aimed to make a character selection screen for an extra scene but instead made a Character *Customization* screen for when the game begins.

* Characters (visuals and physics) and classes (backend numbers and certain ability nuances) are now separated and can be easily selected from this menu.
* Prefabs cannot be referenced reliably this way
  + A holder game object was made with a List script to be referenced easily at runtime

There are buttons for starting the game, closing the application, character and class selections respectively, and instructions as well.

I added a pause button to the main game also.

* Attempting to use a key press to trigger the pause menu didn’t work so this was a work around rather than a fix.