

currentClass reps the characters current class and it is set to fighter

class right is a function that changes the text of the class, the current class variable, and the image to match the next class in the list

class left is a function that changes the text of the class, the current class variable, and the image to match the previous class in the list

update function is used whenever you submit or change the values in the stat boxes and it checks and changes the available points and checks if the value entered is within the available points and is within the stat bounds

submit function runs an update and prints a summary of the character

photo sets up the image

nameEntry and name set up the entry box for the name entry

theLabel is a label that prints the in between the class and the character name

rightButton sets up the button to move to the next class

leftButton sets up the button to move to the previous class

Class sets up and displays the current class

arLabel shows the text 'available points'

Title shows the title at the top of the character creator

#Stats creates current stats for every stat, and sets up a label and a spinbox to represent these values. Every time spinbox is spun, run an update

Currentpoints sets up the variable for the current amount of available points

Points shows the current points

Finish is a button that allows you to submit the final creation, running the submit function