

For generating NPCs in towns which are generated for the first time we try to provide each NPC with a unique id which uses multiple random numbers to generate a 10 digit number in the format of

**id = 1-12-12-12-12-1 ( gender – first name – last name – specialty – trait – sprite\_id)**

For this, first a random number is generated between 0 and 1 to assign in gender. Another 2 digit random number is generated which is use along side gender value to read first name files to assign the first name parameter, similar things are done for traits and specializations and surnames but surnames are not affected by gender. At last a sprite id is randomly selected for the new character and character id is set and placed in town and the town data is updated and saved.

In any town there must be 4 characters of types merchant, apothecary, guild master and a way-point but none repeating. So check if they exist and if not assign the created character that specialty. In case of way-points, they are objects but for continence they are given the title of NPC and are assigned town\_id which be used for its functionality.