

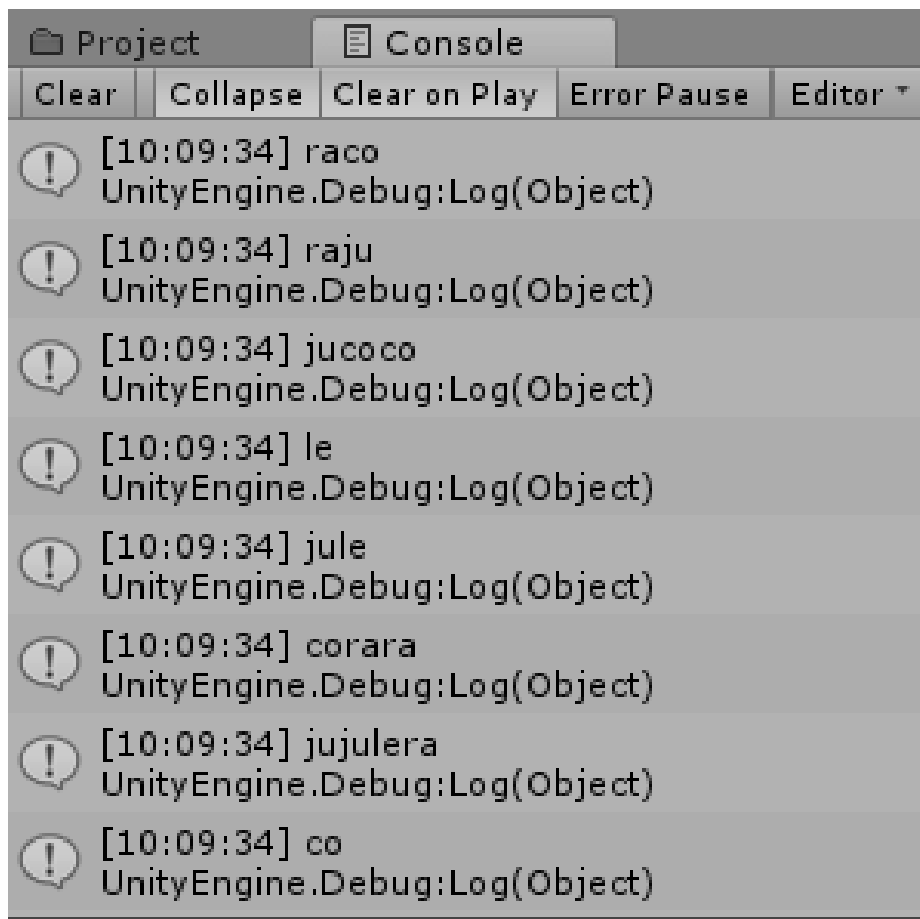
Name Generator

Version 1

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This package focuses on a random name generator.

SampleScene contains an empty game object called NameGeneratorManager which generates a specified number of random names configurable in the inspector (however very high numbers of names to be generated are not possible as unity will run out of memory), the random names are based on syllables that are configurable in the inspector. Additionally, the random names that are generated are also displayed in the console.



However, the addition of a profanity filter and the removal of duplicates in the names was attempted, but did not end up working. The console does display what is duplicated if set to collapse results.

