Random Name Generator

For the name generator I have strong arrays made for 3 different types of letters: vowels, consonants and combined letters that make certain sounds. There is also a text object called systemName that the text will output too. There is also a blank string where the first letter is printed on its own so I can capitalise it and then a strong for the rest of the name which will be combined together for the final output. There is then also 2 variable called vowel and consonant length which are given a random range and the higher the range the more chance there is of that letter type being given a higher number so there will be more of them. I have balanced it out so there are less vowels than consonants that spawn to keep the words readable. Systemnum is the random number that goes at the end of the system name.

When the scene starts consonantLen, vowelLen and SytemNum are all given their numbers. The consonant and vowel letters are set as well as the combines sounds. The 2 length numbers dictate how many times the While functions last, as when the int b is less than the length value thee name string is given more letters which come from the number generated that counts across to the corresponding letter/ sound. At the end of the code strings are all combined and output into the text field. The button restarts the level which then replays the script.