Brief 3:

**Name Generator**

A space exploration game requires a star system name generator to randomly create 100 billion names. The names must all be pronounceable, avoid any obscenities, and there must be no duplicates. You must provide additional programs to test your results against these restrictions.

You must include the following in your Unity package:

1. name generator script
2. duplicate checking script
3. obscenity checking script
4. an example showing a sample of generated names
5. documentation

Name Generator Script:

using System.Collections.Generic;  
using UnityEngine;  
using UnityEngine.UI;  
  
public class NameGenerator : MonoBehaviour {  
  
  
  
        *//how many names to be created from syllables*  
        public int namesToGenerate = 10;  
        public Text nameText;  
  
        *//name particles meaning syllables*  
        public string[] nameParticles;  
  
        public Name[] nameList;  
  
        *//structure for the names*  
        [System.Serializable]  
        public struct Name  
        {  
            public string FirstName;  
            public string LastName;  
        }  
  
        void Start()  
        {  
            *//produce name list*  
            nameList = new Name[namesToGenerate];  
  
            *//create first and last name through loop*  
            for (int i = 0; i < namesToGenerate; i++)  
            {  
                nameList[i].FirstName = GetName();  
                nameList[i].LastName = GetName();  
            }  
        }  
  
        string GetName()  
        {  
            *//random length*  
            int syllables = Random.Range(1, 5);  
            string str = "";  
            *//loop thorugh amount of given syllables*  
            for(int i = 0; i < syllables; i++)  
            {  
                str += nameParticles[Random.Range(0, nameParticles.Length)];  
            }  
            return str;  
        }  
    }

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date | Estimate Start | End | Interruptions | Task |
| 1/05/2019 | 11am | 2pm | 20 minutes | Creating code |

I did not manage to complete this brief, I created a duplicate code that did not seem to work efficiently and this was the brief I found most difficult.