Create a class named 'CustomerSpawn' for managing customer spawning and orders.

Inside the class:

- Declare public variables for inspector assignment: 'customers', 'orderText', 'scoreText'.

- Declare private variables: 'orderValue', 'score', 'foodChecker'.

Define a method called 'Start':

- Find and store the 'FoodChecker' script.

- Spawn the first customer.

Define a method called 'Update':

- Reduce the score every 10 seconds.

Define a method called 'SpawnCustomer':

- Randomly select a customer from the array and instantiate it.

- Generate a random order for the customer.

- Display the order and initial score.

- Assign the 'FoodChecker' script reference.

- Call 'AddObjectToFoodValue' for each ingredient in the order.

Define a method called 'GenerateRandomOrder':

- Randomly generate values for each component of the order.

- Construct the order value based on the randomly generated values.

Define a method called 'DisplayOrderText':

- Display the order text based on the orderValue.

Define a method called 'DisplayScoreText':

- Display the current score.

Define a method called 'ReduceScore' with a parameter 'amount':

- Reduce the score by the specified amount and update the score text.

Define a method called 'GetOrderValue':

- Return the current order value.

End of the 'CustomerSpawn' class.