**Static Methods:**

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| --- | --- |
| Identifier: | setupGame() |
| Parameters: |  |
| Return Value: | **Game –** a fully initialized Game object |
| Other: | This factory method will display a short introductory text, then ask the user the level of difficulty they would like to play at. It should then ask the user about their choice of camel (see output screen) and call setupCamel using that option as an input argument. Finally, it should ask the user about their choice of rider (see output screen) and call setupRider |

|  |  |
| --- | --- |
| Identifier: | setupCamel(int option) |
| Parameters: | option – the kind of camel the user wants to create (i.e., average camel, random camel, or custom camel) |
| Return Value: | **Camel –** a fully initialized Camel object |
| Other: | The function will ask for the name of the camel and create either a default or random camel or create a new camel based on the user’s entered requirements, asking for any user input as necessary. |

|  |  |
| --- | --- |
| Identifier: | setupRider(int option) |
| Parameters: | option – the kind of rider the user wants to create (i.e., average rider, random rider, or custom rider) |
| Return Value: | **Rider –** a fully initialized Rider object |
| Other: | The function will ask for the name of the rider and create either a default or random rider or create a new rider based on the user’s entered requirements, asking for any user input as necessary. |

**Constructor methods:**

This is a helper class composed entirely of static methods, as such, it should include a private default constructor and no alternate constructors.