Escape Room GameLis	st Game	Room	<u>puzzles</u>	<u>clue</u>	hint	inventory	<u>DataLoader</u>	<u>DataWriter</u>
User  signUp()  newGame()	goNextRoom()  enterAnswer(String)	getPuzzles()  IsUnlocked		displayClue() setFirstName() setLastName() setPassword()  getClues	getPuzzleAns			
endGame()  getCertificate()	Unlock(String)			getRoomStat  getIsExit  getSkipsUsed()  getHintsUsed()	e() setRoomSt	rate()	<b></b>	