Starting a New Game /
Saving Mid-Game

Actors and objects: User, EscapeRoom, UserList, User, Character, RoomList, Room, Puzzle, Hint, DataLoader, DataWriter

Starting a New Game

- User → EscapeRoom: EscapeRoom()
- EscapeRoom → UserList: getInstance()
- UserList → DataLoader: getUsers()
- User → EscapeRoom: login("poseidon8", "trident11")
- EscapeRoom → UserList: getUser("poseidon8")
- UserList → User: checkPassword("trident11")
- EscapeRoom ⇠ User: user
- User → EscapeRoom: startNewGame()
- EscapeRoom → Character: Character(id)
- UserList → Character: getInstance()
- Character → RoomList: getRooms()
- RoomList → Room: getRoom(room1)
- Character ⇠ Room: currentRoom
- Character → Puzzle: getPuzzle()
- Puzzle → Hint: requestHint()
- EscapeRoom → Character: submitPuzzleAnswer("water")
- Character → Puzzle: checkAnswer("water")
- Puzzle ⇠ Hint: hint<"Help...">
- Character ⇠ Puzzle: true

Saving Mid-Game

- User → EscapeRoom: saveCurrentGame()
- EscapeRoom → UserList: saveUser()
- UserList → User: saveCharacter()
- Character → RoomList: getRoom(room2)
- RoomList → Room: setRoom(room2)
- UserList → DataWriter: saveUsers()