Description: In this scenario, the user attempts to log into the Escape Room system. The EscapeRoomFacade sends the user's credentials to the User class, which verifies them. Once validated, the system retrieves the correct room and puzzle information. The user begins the game, solving puzzles while interacting with the room logic. If the puzzle is not solved, progress is saved. When the user logs out, the game state, including rooms and scores, is stored through the SavedData, GameDataLoader, and GameDataWriter components to ensure progress is preserved for future play.