Description: In this scenario, the user interacts with the Escape Room interface to solve a puzzle. The UI receives the puzzle ID and passes it to the EscapeRoomFacade, which retrieves the puzzle through the Rooms and Puzzle classes. Once solved, the system updates the timer, saves the user's progress and score, and updates the leaderboard through the SavedData, GameDataWriter, Score, and LeaderBoard components. Finally, the user exits the game, triggering the display of the final leaderboard and a Game Over message.