Sequence — Use Item to Unlock Door & Advance (UML-Exact Methods)

User	GameManager	Player	Door	Game

routeAction(sessionId, playerId, String action): boolean // action="USE_ITEM"

useItem(Item item, Object target): boolean

unlock(String code): boolean

routeAction(sessionId, playerId, String action): boolean // action="OPEN_DOOR"

open(): boolean

getRoom(UUID id): Room

«returns Room»

UI: render(Room)