Scenario
collaborators: room, puzzle, controller, view,
// Assume all objects for monster, puzzle, player, items, fixtures have been created.
// Assume the player is in the First Exhibit
// View displays the game frame to user.
User clicks answer button.
An answer pop-up window appears to the user and prompts user to type the answer.
User types "Align" and clicks "OK" button.
The Answer pop-up window disappears and the Message pop-up window appears to the user (answer is correct).
User clicks "OK" button.
The pop-up window disappears.
The image of the room changes from the puzzle image to the room image.
The description under the image changes from the puzzle effect to the room description.

Lifelines:
- User
- view : VisualView
- controller : GameController
- model : GameModel
- Answer
- Look
- player: Player
- RoomManager : roomManager
- First Exhibition : Room
- password : Puzzle

Messages:
- click answer button
- actionPerformed()
- promptUser("Enter your answer:", "ANSWER")
- show pop-up window for answer
- user types "align" and clicks "OK" button
- view gives answer to controller
- answer("align")
- Answer.answer(player, roomManager, itemName)
- getRoomNumber()
- returns room number
- gerRoomByNumber()
- return Room object
- getPuzzle()
- return Puzzle
- getSolution()
- return Puzzle solution
- setScore()
- setActive()
- setConnectionToNormal()
- return correct message
- return correct message
- showMessage(correct message)
- show pop-up window with correct message
- clicks "OK"
- disappear pop-up window
- look()[0]
- lookByPlayer()
- getRoomNumber()
- returns room number
- getRoomByNumber()
- return Room object
- look
- getMonster()
- return null
- getPuzzle()
- return puzzle
- return array with room data
- return array with room data.
- updateDescription(model.look()[0])
- display updated description
- closeGame()
- isEnd()
- getHealth()
- return Health Point (100)
- return false