Interrogation System

\*Underlined text needs review

Prisoners in the base prison can be moved to interrogation rooms on floor 5 at the player’s request. Requests can be made from the control room on a prisoner’s floor. Only a player can interrogate a prisoner. Interrogations can result in learning the location of intel in previous and future missions. This intel can then be obtained in the actual mission or in the Sim Room. Once obtained intel will produce more information on the game’s plot in first story of the Headquarters Building. (See [HQ Info](HQ%20Info.docx))

Interrogations are a sort of mini game in which the player chooses from a list of questions and attitudes to try to get the prisoner to give up information or confess to an activity (which can reveal information as well). Each prisoner is somewhat unique which means that a certain approach will not work for every prisoner. Simple biographies of the prisoners reveal useful information for interrogations and are available in the prison’s admission and departure office.

No help is given in how to get information, but real interrogation strategies will prove most reliable. Some prisoners are more difficult to interrogate than others. The player can cancel an interrogation at any time and choose to either send the prisoner back to his/her cell, leave them in the interrogation room so that they can switch between interrogations, or put them in solitary confinement. Solitary confinement can sometimes make a prisoner more willing to cooperate, but it can also make them more resentful and stubborn.

Interrogations have no official label of success or failure, but any important information gained (confessions, locations of intel, etc.) are recorded in a log located in the Maser Control Room or an office on floor 5. It is up to the player to decide when an interrogation is finished. Some prisoners have only one piece of information to offer, some have many, and some have none. What the prisoners know is hinted at in their biographies by their history and acquaintances.