Jail

Floors

* Floor One
  + Master Room – Surveillance cameras, lock/unlock switch for all cells. See [Riot System](Riot%20System.docx)
  + Kitchen/Kitchen Office – controls food, and water for the prisoners
  + Processing Room – room for prisoners to be stripped of possessions, checked for illness, and any other processing procedure
  + Admissions/Departure Office – Keeps record of arriving and departing prisoners
  + Guard’s Room – HQ for prison guards. Contains weapons, gear, etc.
* Floors 2-4
  + Jail Cell – Bed, toilet, sink
  + Showers – Separate from cells
  + Control Room – Surveillance and selective unlocking/locking of cells
* Floor 5
  + Interrogation Room – Allows for player communication with prisoners. See [Interrogation System](Interrogation%20System.docx)
  + Solitary Confinement Cells