Jail

<Perspective View Colored Image>

**Description:** Interactive jail at Fort Price that holds POW’s that need to be used as leverage or interrogated.

**Dimensions (LxWxH meters):**

**Building Type:** Military

**Number of Floors:**  6 (5 above ground, 1 below)

**Functions:**

* Floor Negative One (Tunnel)
* Entrance to Processing Room
* Tuck entrance. See [Riot System](file:///C:\Users\Matt\Documents\PoF-Planning\Documents\Design\Game%20Systems\Riot%20System.docx)
* Floor One
  + Master Room – Surveillance cameras, lock/unlock switch for all cells. See [Riot System](file:///C:\Users\Matt\Documents\PoF-Planning\Documents\Design\Game%20Systems\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 and stores prisoner biographies
  + 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, send prisoners to interrogation or solitary confinement
* Floor 5
  + Interrogation Room – Allows for player communication with prisoners and acquirement of info. See [Interrogation System](file:///C:\Users\Matt\Documents\PoF-Planning\Documents\Design\Game%20Systems\Interrogation%20System.docx)

Solitary Confinement Cells- used for interrogation or just cause

**Interior Assets:**

**Level Appearances:** Fort Price

**Material Description:**

**Concepts:**

**Other Comments:**