```csharp
/// <summary>
    /// Creates a new suspect in the player's case file with all relevant details.
    /// </summary>
    private void InitializeSuspect()
    {
        dosarManager = player.GetComponent<DosarManager>();
        dosarManager.CreateNewSuspect(suspectImage, npcName, age, gender, criminalRecord);
    }

    /// <summary>
    /// Updates the NPC's UI based on whether the player can interact with them.
    /// Shows or hides name, input, and answer panels accordingly.
    /// </summary>
    public void UpdateInteractionUI()
    {
        nameDisplay.SetActive(playerCanAsk);

        if (playerCanAsk && askNpcScript != null)
        {
            if (askNpcScript.InConversation)
            {
                inputCanvas.SetActive(true);
                answerCanvas.SetActive(true);
            }
            else
            {
                HideInteractionUI();
            }
        }
        else
        {
            HideInteractionUI();
        }
    }

    /// <summary>
    /// Hides all UI elements related to this NPC.
    /// </summary>
    private void HideAllUI()
    {
        nameDisplay.SetActive(false);
        selectionIndicator.SetActive(false);
        answerCanvas.SetActive(false);
        inputCanvas.SetActive(false);
    }

    /// <summary>
    /// Hides only the input and answer panels, keeping the NPC's name visible if needed.
    /// </summary>
    private void HideInteractionUI()
    {
        inputCanvas.SetActive(false);
        answerCanvas.SetActive(false);
    }
```