

○ ○ ○

```
/// <summary>
/// Opens or closes the case file when the Tab key is pressed.
/// </summary>
private void HandleOpenCloseInput()
{
    if (buttonPressed) return;

    if (!isOpen && Input.GetKeyDown(KeyCode.Tab))
    {
        buttonPressed = true;
        StartCoroutine(OpenCaseFile());
    }
    else if (isOpen && Input.GetKeyDown(KeyCode.Tab))
    {
        buttonPressed = true;
        StartCoroutine(CloseCaseFile());
    }
}

/// <summary>
/// Loads base case information including crime scene details and current evidence.
/// </summary>
private void LoadBaseInfo()
{
    caseSubjectText.text = crimeSceneScript.infoCrimeScene;
    evidencesText.text = $"{evidenceIndex + 1}.
{crimeSceneScript.allEvidences[evidenceIndex]}";
}

/// <summary>
/// Moves to the next evidence in the list.
/// </summary>
public void NextEvidence()
{
    evidenceIndex = (evidenceIndex + 1) % crimeSceneScript.allEvidences.Count;
    LoadBaseInfo();
}

/// <summary>
/// Moves to the next page of the case file UI.
/// </summary>
public void NextPage()
{
    pageIndex = (pageIndex + 1) % pages.Count;
    ShowPage(pageIndex);
    LoadSuspectInfo();
}

/// <summary>
/// Activates the selected page and deactivates others.
/// </summary>
private void ShowPage(int index)
{
    for (int i = 0; i < pages.Count; i++)
        pages[i].SetActive(i == index);
}

/// <summary>
/// Opens the case file UI and unlocks the cursor.
/// </summary>
private IEnumerator OpenCaseFile()
{
    Cursor.lockState = CursorLockMode.None;
    Cursor.visible = true;
    caseFileUI.SetActive(true);

    yield return new WaitForSeconds(0.5f);

    isOpen = true;
    buttonPressed = false;
}

/// <summary>
/// Closes the case file UI and locks the cursor if not in conversation.
/// </summary>
private IEnumerator CloseCaseFile()
{
    if (!askNPCScript.inConversation)
    {
        Cursor.lockState = CursorLockMode.Locked;
        Cursor.visible = false;
    }

    caseFileAnimator.SetTrigger("close");

    yield return new WaitForSeconds(0.5f);

    isOpen = false;
    caseFileUI.SetActive(false);
    buttonPressed = false;
}

/// <summary>
/// Adds a new suspect to the case file.
/// </summary>
public void CreateNewSuspect(Sprite image, string name, string age, string gender, bool criminalRecord)
{
    allSuspects.Add(new Suspect(image, name, age, gender, criminalRecord));
}

/// <summary>
/// Loads the current suspect's data into the UI.
/// </summary>
private void LoadSuspectInfo()
{
    if (allSuspects.Count == 0) return;

    Suspect current = allSuspects[suspectIndex];

    suspectImageUI.sprite = current.image;
    suspectNameText.text = $"NAME: {current.name}";
    suspectAgeText.text = $"AGE: {current.age}";
    suspectGenderText.text = $"GENDER: {current.gender}";

    yesToggle.isOn = current.criminalRecord;
    noToggle.isOn = !current.criminalRecord;
}

/// <summary>
/// Moves to the next suspect in the case file.
/// </summary>
public void NextSuspect()
{
    if (allSuspects.Count == 0) return;

    suspectIndex = (suspectIndex + 1) % allSuspects.Count;
    LoadSuspectInfo();
}
```