

Headspace.Dialogue.NPC.Discover
Character

```
graph LR; A[Headspace.Dialogue.NPC.Discover Character] --> B[Headspace.SuspectDiscovery.SuspectInventory.addSuspect]; A --> C[Headspace.SuspectDiscovery.SuspectInventory.checkSuspect];
```

Headspace.SuspectDiscovery.
SuspectInventory.addSuspect

Headspace.SuspectDiscovery.
SuspectInventory.checkSuspect