

The Bureau: Underworld of Otherlings

Ideation

Written by Jamie

(first person, 1 to 1)
Criminal psychology
game in which you
have to interview
monsters for an
admission of guilt or
a reason for murder.
The player be given
info on hand to use.



A 3D, first person
detective game with
visual novel elements

Genre: Horror

During the ideation stage I pushed for a game with political themes that was a commentary on how people who are perceived as 'different' are unfairly treated by society. I wanted to create a game with a strong story that would allow the player to think deeply of how they were playing it, as such I took the role of lead narrative.



FNAF 6 Pizzeria Simulator was the main inspiration for the game with the tense interviewing portion. The rest of the game was built from the idea of interviewing a monster.

The player would start by picking a case, reading the casefile then exiting their office to be transported to the crime scene. They would investigate the crime scene, collecting evidence and talking to witnesses, before returning to the police station. There they would build up a casefile then go into the interrogation room to talk to the monster. After interrogating they would get the option to choose what they were going to submit in order to close the case.

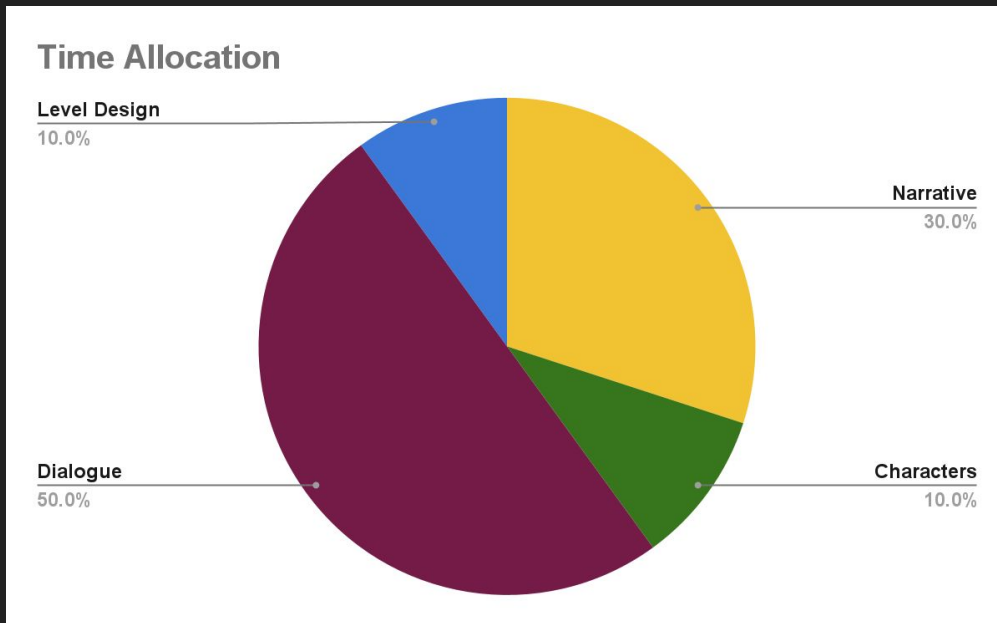
Role

Main Role: Lead Narrative Designer

Sub Role: Level Designer

Responsibilities:

- Creating the narrative
- Creating the characters
- Writing the dialogue
- Designing the levels

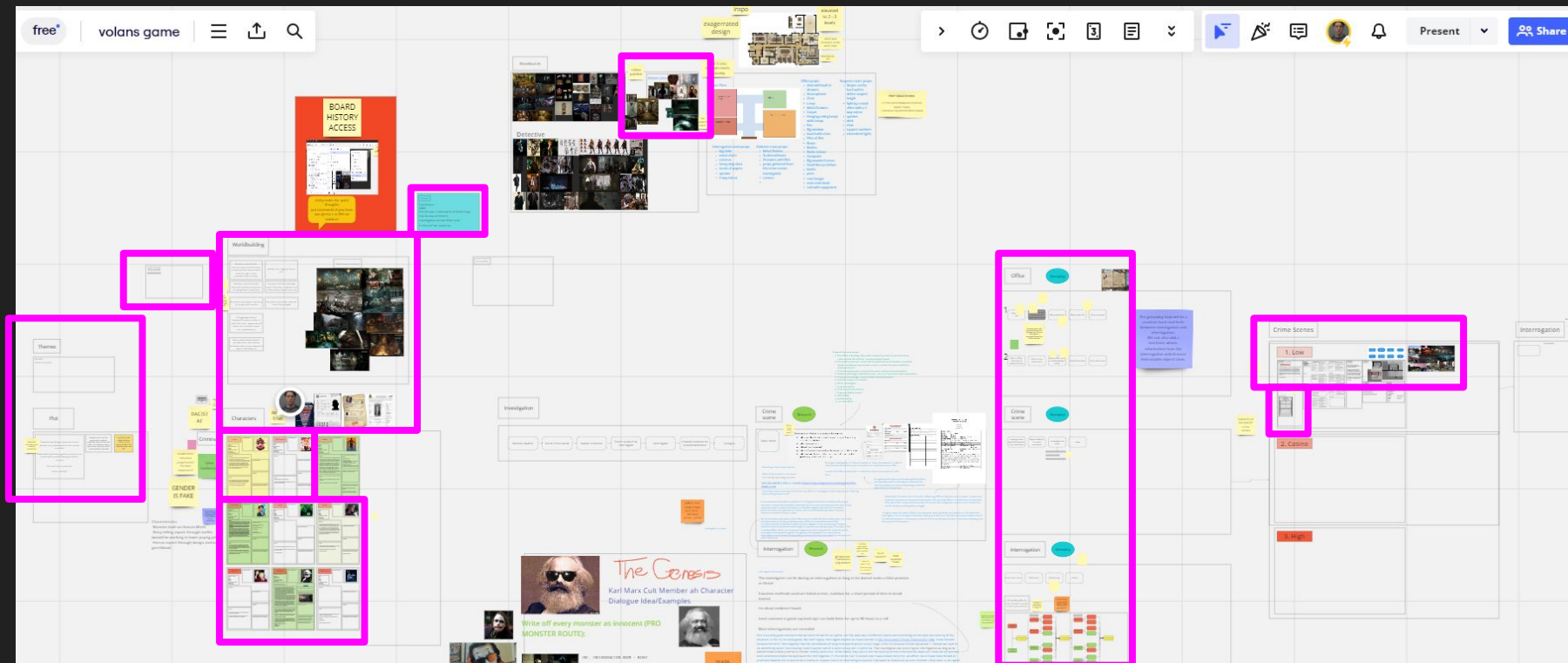


Planning

I created a Miro and set up the templates to be filled out by the group members.

By the end of the project:

Highlighted are my contributions.



Research

For the crime scene research, I mainly used two sources.

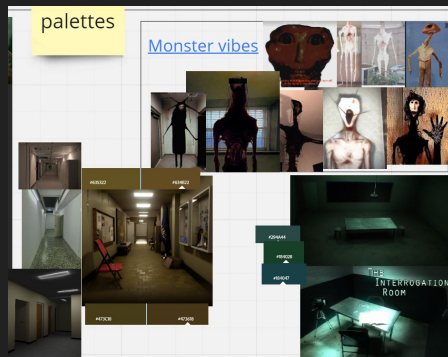
<https://www.crime-scene-investigator.net/roles-and-responsibilities.html>

https://library.college.police.uk/docs/appref/ENFSI-BPM-v1_0.pdf

For the interrogation research I looked at one website.

<https://www.criminaldefenselawyer.com/resources/criminal-defense/defendants-rights/tactics-police-use-get-a-confession>

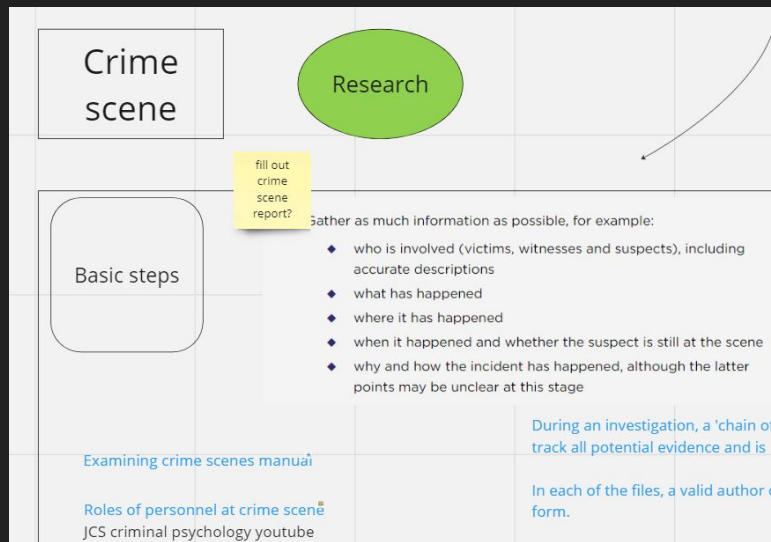
My main takeaways from these were that the player character would end up taking on multiple roles in the investigation in order to have enough to do during gameplay.



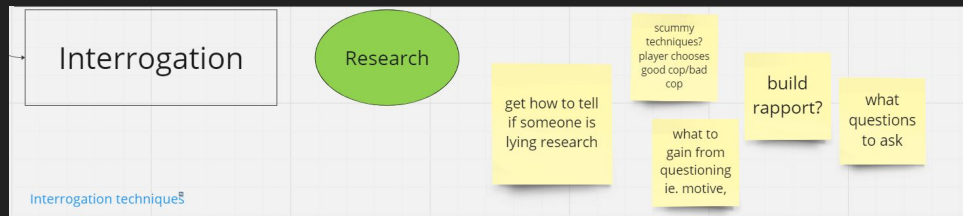
References for the Others and the police station with colour palettes

<https://www.instagram.com/doctor.nowhere/?hl=en>

Linked above was my main inspiration for how I viewed the Others.



I created a template and some prompts on post it notes to aid the direction of my teams research, as well as some preliminary links they could look into.



Worldbuilding

Themes: Morality, police corruption

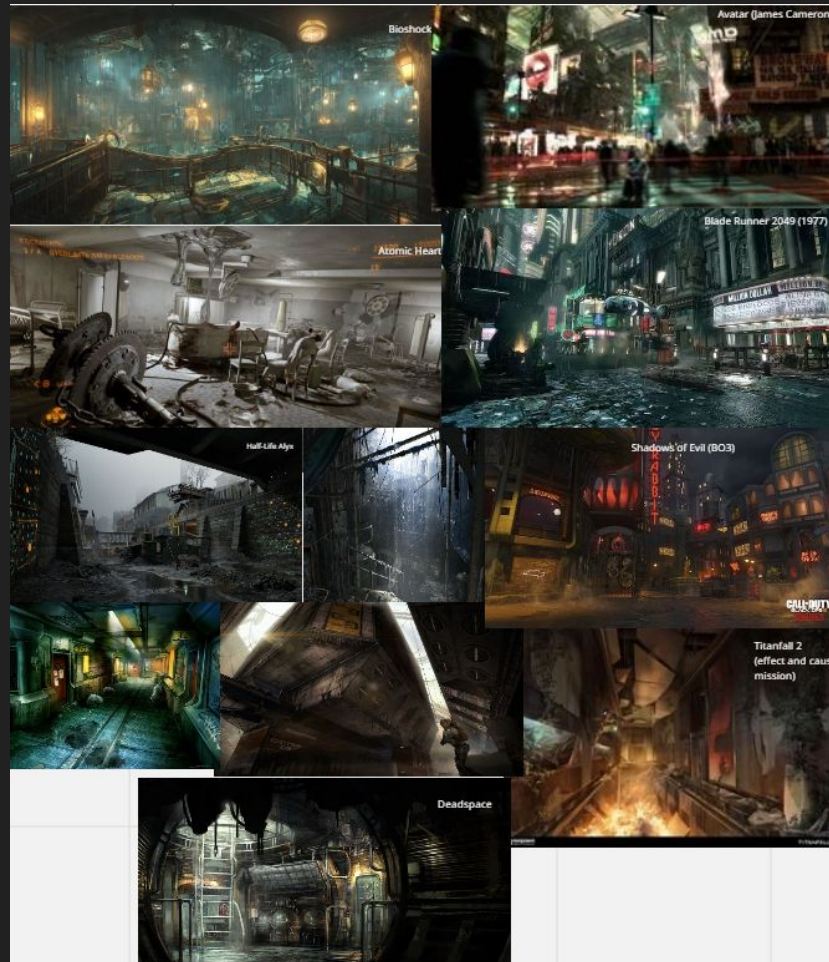
Worldbuilding:

- Monsters are called 'Others'
- Others coexist with humans, are an evolutionary subspecies that came around a century ago - more prevalent than humans
- Alternate Reality Earth, slightly futuristic
- Others are the dominant species in terms of numbers so tensions of replacement conspiracy from the humans. Humans generally disdain Others as they view them as inferior. Stemmed from a fear of them so they suppress them so they can't be threats, are systemically oppressed for the same reason.
- Humans dominate high ranks of society - in game most uniformed ppl shown are cops who are human
- Others have higher tolerance for drugs than humans, drugs that give a light buzz for Others can kill humans
- Others come in varying types: scaly, aquatic, rock etc. One type is called 'changeling' who can shift their mass to alter their appearance. Cannot create something from nothing, it's all about shifting what's already there.
- Changelings must shapeshift every so often to 'shed their skin', leaves behind traces, can only alter mass - not create/destroy
- Game mainly takes place in Other slum parts where the tech advanced city can always be seen in the distance
- Others can't trust the government, systemic prejudices cause mistrust and unfair circumstances; have to rely on own community which is dominated by the mafia
- The mafia is an overarching threat/justification that isn't ever directly faced but is learnt about through interacting with the environment and people within it.
- Information regarding the mafia is murky, nobody really knows what its goal is other than to spread turmoil throughout human society. It is assumed to be predominately Other run/led.

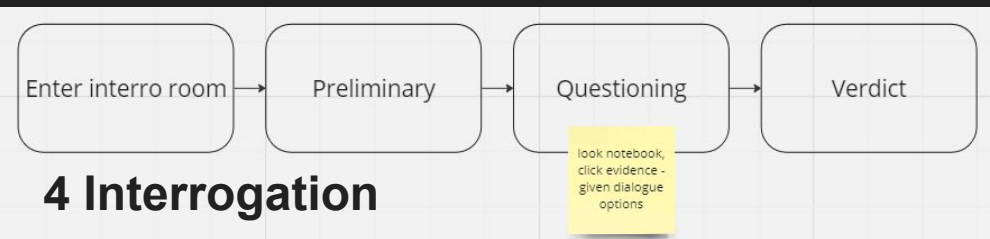
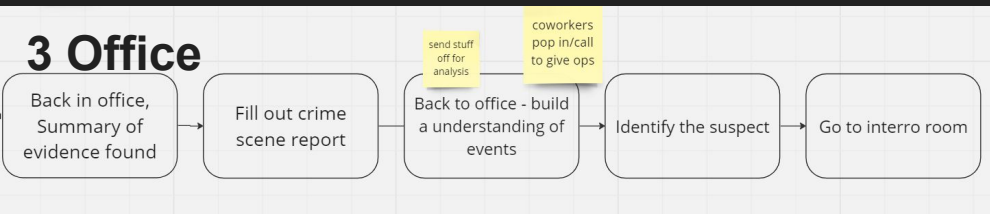
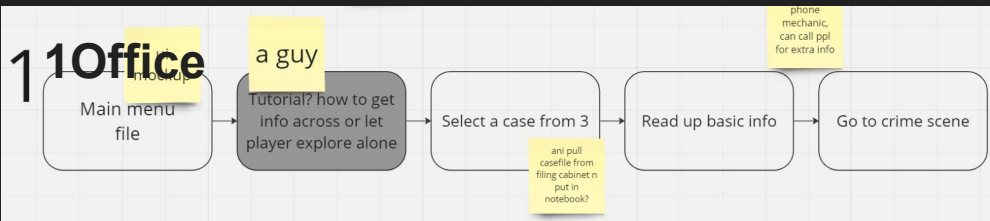
Human areas of the world are technologically advanced, the highest echelons live in luxury.

The Others are forced to live in lower developed areas.

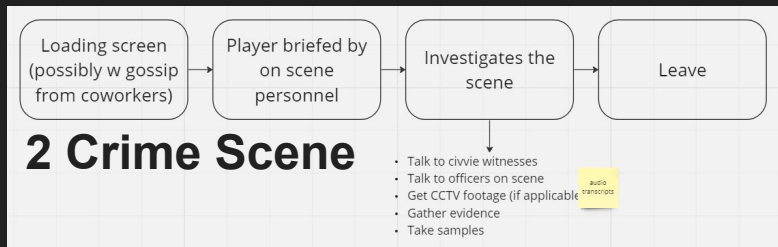
Rundown cyberpunk-esque aesthetic for the playable world



Gameplay Loop



I created an initial gameplay loop based off of group discussion as to how the game would be played. I then took it to my team where we added details (the post it notes).

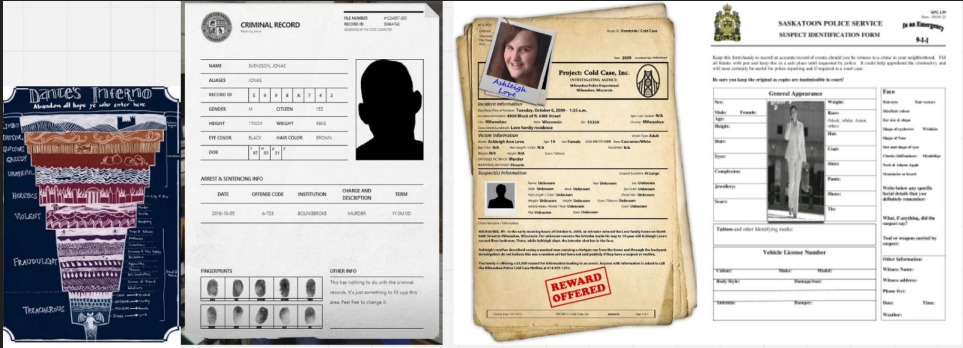


As the game was going to have a lot of lore that wasn't explicit - I had to think of ways to show what kind of world it was naturally. One way I thought of was having a loading screen where the player can see the speech bubbles of the co-workers gossiping, when changing from the office to the crime scene. This was heavily inspired by the system in Persona 5.



Character Research

I decided there would be 3 levels, so 3 criminals - I already knew I wanted to have some reference to Dante's *Inferno* due to the themes of the game so I made it so the player could pick out of three cases. So there would be 9 criminals total, each representing one of the nine layers of Hell.



I researched the UK's classifications of crimes and decided that based off of these levels - each of the three cases would be a different level. The first three being low level offences, the second three being medium and the last three being high.

<https://khansolicitors.com/classification-offences/#~:text=The%20three%20types%20of%20offences,was%20offences%20or%20indictable%20offences>
<https://www.barristerschambers.com/our-services/criminal-law/indictable-offences/>

I collected various templates for profiles used in the Justice Sector to base my own templates and character profiles off of.

PC like Dante mayhaps if human interpretation - egotistical because human judging monsters, ultimately falls (endings dependent but all pessimistic- withhold evidence; fired for misconduct, give evidence; natures karma?)

Player character? blank slate

- Low level; trespassing, stealing
- Kid peer pressured into committing crime, trespassing
- Parent stealing food to feed children
- Med; assault, robbery,
- Domestic Violence
- High; murder,
- Conspiracy theorist terrorist

For the player character, I decided a blank slate would suit the game better as it was choice heavy - it would be up to the character to decide whether they wanted to be a 'good' or 'bad' detective. This would determine the endings.

Characters

I placed an emphasis on moral nuance when creating these characters, considering the sensitive subject matter – I didn't want to perpetuate any negative stereotypes for who these Others could be viewed as. I also wanted it to be less 'cut and dry'. I really wanted to make the player have to think about whether these Others were in the wrong or not, and further question what sort of world they're living in as a result of the conclusions they will come to at the end of each case.

Out of each set of three characters, only one was chosen to develop further to be implemented fully – the others would be used to buff out the world as the player would be able to read each of the case files.

The first three were Limbo, (shown to the left), Gluttonous and Greed.

This template I made was used for every character

Limbo		Physical Description:	image goes here
Name: Age: 13-15 Build: Small, compact Height: Weight: Physical Abnormalities: Date of birth: Tone of voice: High			
Backstory: Lives with just mother, father died due to aggravated attack when kid was 5. Goes to a mixed monster-human school (border to the monster slums), more humans than monsters. One of the few monsters in his class (4/23), monsters are isolated and hardly interact w each other in fear of being called out for plotting together. Made to be a lackey by main group of 4 boys in its class, forced to do things like: buy them food, ostracise the other monsters, be a nuisance in class, carry their belongings, etc.		Crime Scene: School	
		Motivation:	
Crime: After school, was peer pressured by its bullies to take part in vandalising a wall of the school building with anti-human hate - was meant to pin it on one of the other monsters but there was CCTV footage.			
CCTV shows humans beating the monster.		Habits/animations when interrogated:	

Characters

The character based on Gluttonous was going to be apprehended for the crime of stealing baby food for their baby. Their general backstory would be that they were a single parent in debt with no job prospects, as a result they had to turn to the mafia to take out a loan. This character and their story would hopefully cause the player to think about the state of the world and the Others' place within it; they struggle to find jobs due to prejudices and have to turn to other means in order to survive as they get no help or support from the government. In terms of design I outlined that this character should have a more feminine appearance. For the crime scene, I chose a convenience store.

Low Level Offences

Limbo	Physical Description	image goes here	Gluttonous	Physical Description	image goes here	Greed	Physical Description	image goes here
Name: Age: 35-40 Build: Small, compact Height: Weight: Physical Anomalies: Date of birth: Tone of voice: when			Name: Age: Build: Female Height: Weight: Physical Anomalies: Date of birth: Tone of voice:			Name: Age: 35 Build: Height: 6ft Weight: Physical Anomalies: Date of birth: Tone of voice:		
Backstory: Lives with just mother, father died due to aggravated attack when he was 5. Grew to a mixed monster/human school (loser to the monster world), more humans than monsters. One of the few monsters in his class (30), monsters are isolated and hardly interact in each other in fear of being called out for joining together. Made it be a leader to their group of 4 boys in his class, forced to do things like 'buy them food, protect the other monsters, be a nuisance in class, carry their belongings, etc.	Crime Scene: School		Backstory:	Crime Scene: Convenience Store		Backstory: Caught up in a life of drugs from a young age, started as a runner at age 15, promoted to a dealer for the mafia at 20 (also does substances), has been dealing for the past 5 years and never had an issue, that's until a new product was put in circulation. What he learned was very addictive psychotropic to monsters proves to be bad for humans. Things take a turn when he witnessed the effects on humans first hand. Dealer was told to deal to anyone, not including the effects on humans. Human dies quickly whilst dealer still at scene and the dealer feeds the cops. The dealer wants out of the business. However the mafia is not willing to let one of their best dealers go, mafia threatens to harm his family so he has no choice but to continue to deal.	Crime Scene: Evidence: Back of gas station	
Crime: After school, was peer pressured by 30 bullies to take part in vandalising a wall of the school building with anti-human hate - was meant to put it on one of the other monsters but there was CCTV footage.	Motivation:		Crime: stealing baby food for baby - it guilty in debt, baby daddy left in debt find a good job so had to take a loan (mafia related)	Motivation:		Crime: Dealing drugs that are addictive to monsters but fatal to humans. Human found dead from products he was dealing	Crime Scene: Evidence: Back of gas station	
CCTV shows humans beating the monster.	Reactions/Annoyances when interrogated:		Reactions/Annoyances when interrogated:	Reactions/Annoyances when interrogated:		Reactions/Annoyances when interrogated: Itches arm a lot (buthers drugs get injected) Gets jumpy when mafia mentioned (scared for repercussions on family)	Crime Scene: Evidence: Back of gas station	

For the character based on Greed, I decided to go with a drug related crime, I struggled with creating a nuanced scenario for this case so I passed it on to another team member to complete. I only outlined that the crime scene would be the back of a gas station. This is the character we ended up choosing to go forwards with in our game.

Characters

Medium Level Offences

For the character based on Lust, it would be a domestic violence case where a human called the police on their Other partner. The crime scene would be an apartment. We decided not to go forwards with this crime mainly due to the fact that it didn't feel like that strong of a crime as it was meant to be a step up from the previous cases.

The character based on Violence was going to tackle elements of how mental illnesses are treated in Others and how those are then dealt with by humans in the case of committing a crime. This would also allow us to experiment with the interrogation and - animations we could have this Other play – due to the different personality and way of acting it could be essentially a 'hard mode' where the player wouldn't be able to tell whether the Other was close to it's breaking point or not. When it came down to choosing, we decided not to go with this character due to the sensitivity needed when researching around mental illnesses and portrayals of mentally ill criminals, as well as the fact that it may be too difficult for the player to get through the interrogation portion in a way that feels fair – considering it would only be the second case.

Fraudulent	Physical Description:	image goes here
Name: Caeneus Age: 26 Build: Gecko form Height: 7ft2 Weight: Physical Abnormalities: Date of birth: Tone of voice:		
Backstory: Grew up fairly comfortable in monster-terms, parents were together n had stable blue collar jobs, lived in essentially monster slums so barely had human interaction. Father was also a changeling, stressed importance of never revealing monster-type. Had an older brother who disappeared (mafia tie-in if find specific evidence can chase that up). Moved out of monster slums to get a higher paying job, there was confronted full throttle w realities of being a monster. Faced constant harassment n isolation, job was decent pay but horrible working conditions (jdk sewage waste disposal or something grim). Got drunk one night n accidentally shapeshifted, messed up on the change back n after work the next day was cornered by a co worker who noticed - co worker pretends to be understanding n on his side, invites him out. Later that night goes out n is introduced to some other monsters, explains how they're all disadvantaged n wanna get back at the system n a changeling would be perfect to help them. Doesn't want to at first n is told to think ab it n told where to find them. Takes like a few days of thinking before decides to join - mainly cause worried ab blackmail. Turns out getting back at the system is just committing a lot of small crime thats easy to get away w like - identity theft, pretending to be store clerk to get money out of cash register or atm fixer to get money out of it, is weaned into it so less apprehension n grows into the group - gets enough money to send some back to parents.		Crime Scene: Casino Evidence: Changeling residue 3 Casino Chips Fabric caught on the vent CCTV footage Human Cleaner Frequent human Patron
Crime: Casino heist - role was to act as a maintenance guy who could get around backdoors, get into place where chips are stored and nick a bunch to then change to look like a cleaner to make way to drop off point then change to a security monster to sneak out the back. Went off fine buuut at the same time: A human patron was killed on the premises in a bathroom stall, his chips gone. At the crime scene are evidence of a changeling changing. CCTV footage only shows humans going in and out. Is a vent in the bathroom that leads up to the roof.	Motivation:	Habits/animations when interrogated:

The character based off of Heretics would be named Akakios, I outlined how he would be a conspiracy theorist that was framed for a crime that he didn't commit – but he is so disillusioned with society that he simply mocks the Detective and the whole investigation by refusing to cooperate. He knows he's simply going to be locked away as there's always another Other to blame. I passed off this character to somebody else to be fleshed out when we decided we would be taking them forwards.

High Level Offences

Wrathful Name: John Rabin Age: 30 Build: Medium Height: 5'10" Physical Anomalies: None Date of Birth: 1990-01-15	Physical Description image goes here	Heretics Name: Alexia (Mara) Age: 28 Build: Average Height: 5'7" Weight: 130 lbs Physical Anomalies: None Date of Birth: 1992-03-22 Time of Birth: 10:15 AM Consciousness: Stable	Physical Description image goes here
Background	Crime Scene: Seer	Physical Description image goes here	Teachorous Name: [Redacted] Age: [Redacted] Build: [Redacted] Height: [Redacted] Physical Anomalies: [Redacted] Date of Birth: [Redacted] Time of Birth: [Redacted]
Crime Serial killer of women (disproportionately against those who abused women) Uses mafia connections, knives of them, gas, some supplies from the internet but not really part	Mission	Physical Description image goes here	Background

The last character, based off of treacherous would be a person in a prominent position within an organisation that would smuggle Others out of the country to a better place. This character was developed by another team member.

Crime

Victim:

Laura Colbert
24
Drug addict
Has an 'Other' dealer who
she contacts via phone call for drugs
and takes them with them.

Perpetrator:

Scale Type
Shiny scaled skin
Large spike like horns on head
Spiked skin
Buys drugs meant for Others and deals them to humans
- like Laura

Originally the location was just a gas station. I changed this to a diner/gas station hybrid and expanded the crime location to include an overpass that lead to a junkard.

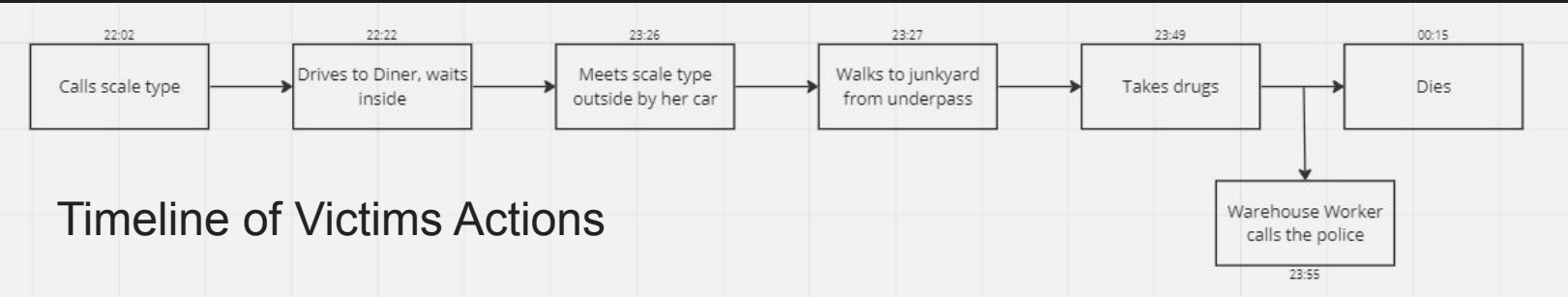
I decided to expand the contents within the crime scene after we reduced our scope to just 1 crime, so I could add an additional witness and create a scene that would reveal more about the world as well as increasing the players immersion through the inclusion of an underpass and narrow alley to the scene of the crime.

The crime for the character we decided to go forwards with wasn't fully refined so I added details,

Date of crime: 13/04/2076

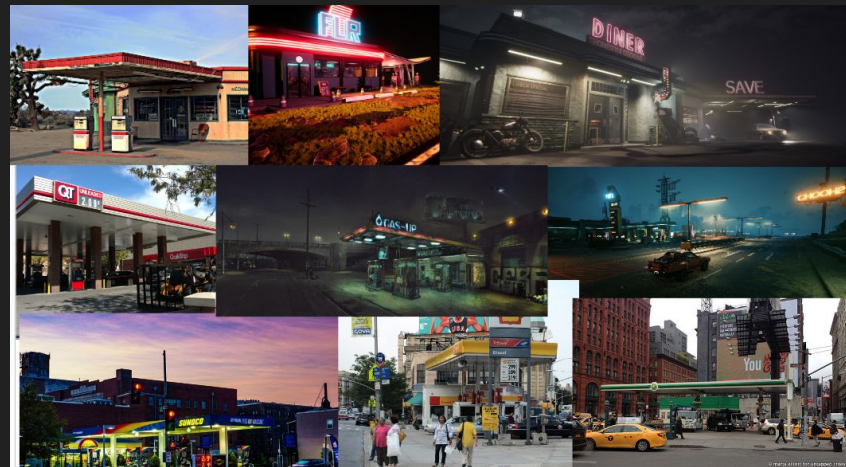
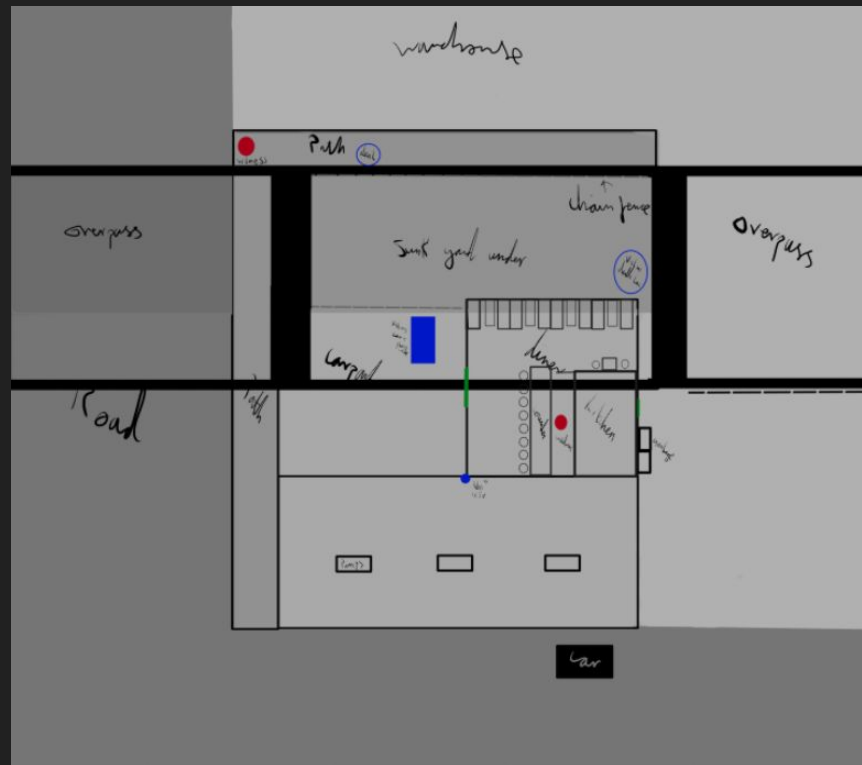
Location: Sector 45

Drug: X52-3 aka Exofill, class A-3



Level Design Case #1 - Drug Dealer

Made in Krita



I created moodboards to help the 3D modellers and then designed the level. I wrote the dialogue that the player would first see when entering the level.

Initial Brief

Arrive on scene: 02:43

need to talk to this guy first

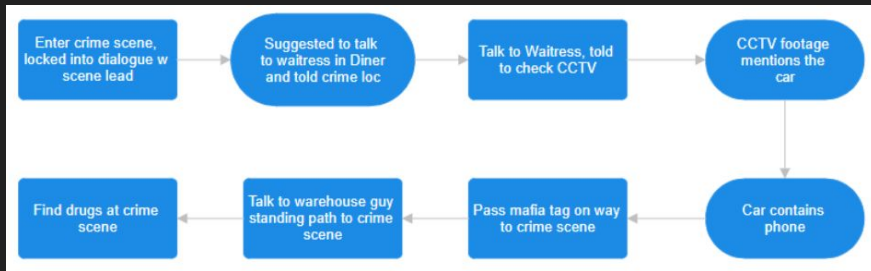
A woman identified as Laura Colbert has been found dead in the junk yard behind the diner. A warehouse worker reported an alleged altercation 2 hours ago between her and an Other, however the body only shows sign of drug usage - no abuse. So far there's only two witnesses available; the warehouse worker and the lady working at the diner. We have the suspect in custody. See what you can find out.

*Receive case doc

Hand-drawn floor plan of a house with various rooms and features labeled. The plan includes a front yard, driveway, garage, living area, kitchen, and bedrooms. A white line traces a path through the house. Red diagonal stripes indicate 'overpass' areas. A car is parked in the driveway.

Labels and features include:

- Front Yard:** Labeled "Front" and "Yard".
- Driveway:** Labeled "Driveway" and "Car".
- Garage:** Labeled "Garage".
- Living Area:** Labeled "Living room" and "Sunk yard under".
- Kitchen:** Labeled "Kitchen".
- Bedrooms:** Labeled "Bedroom" and "Bedroom".
- Bathrooms:** Labeled "Bathroom" and "Bathroom".
- Overpass:** Indicated by red diagonal stripes and labeled "Overpass".
- Path:** A white line traces a path through the house, starting from the front yard, going through the living area, kitchen, and bedrooms.
- Other Labels:** "Sink", "Stove", "Refrigerator", "Cupboard", "Sink", "Tub", "Shower", "Toilet", "Sink", "Tub", "Shower", "Toilet", "Sink", "Tub", "Shower", "Toilet".



Prop list	
Outside: Brick wall Door Gas pump Big garbage bin Trash can Pile of Metal trash Road bridge Chainlink fence Lamppost	Evidences: Car, open door Used drug needle CCTV camera Flip Phone
Diner: Counter Stool Booth Table	People: Waitress Big guy, factory worker

Evidence

Victims phone (in victims car)
Drug in question (shows woman talking and victims fingerprints)
Mafia Tag spray painted on wall (talking point about motivation)
CCTV footage (shows woman talking to a thin scale type monster outside of the diner at 23:36, then walking down the street under the bridge)

I added borders and light points to the level as well as the intended route the player would take based off of the dialogue given by the characters within the level. I then wrote the game flow into a flowchart. I wrote a prop list based off of the level design and also expanded on what and where the evidence would be.

Dialogue

Witness Name: Diner lady Appearance: Location: Diner	Show photo of victim Q. Have you seen this woman before? A. I saw her alright, only made an impression 'cause she was talking to the other kind. Now I hear she's dead. Can't pity those who mix. Q. What did the...other kind, look like? A. Scale type. Thin little thing. Was lurking about outside, you should see it on the CCTV. Q. What about the one in the photo? A. Can't say, see one's like that around here all the time.	Show photo of suspect Q. Do you recognise this man A. Looks like every other thing that loiters around these parts. Q. What do they do around here? A. Everything that's bad for business. We let them live around here but that's just not good enough for them. Q. What did you see happen? A. Nothing from this one, just another thing took her round to the junk yard. Up to no good.
Prereq's: Find CCTV	Q. The footage shows a man walking past the couple, into the diner - do you know who he is? A. Danny? Yeah he's a regular here. Q. Do you have his contact information? A. No. But if you leave a number I can have him give you a call. Q. Was anyone else here that day that may be able to provide information? A. I respect what you're tryna do here, but my regulars don't like getting involved with such business.	Find mafia tag Q. I noticed some graffiti nearby, not very human friendly, is it? A. It's that damn group of others, heard they call themselves 'revolutionaries'. All they do is ruin these nice neighborhoods. Q. Who are they? A. Hell do I know. They all look the same, coming by at the dead of night. Q. Where did you hear they call themselves revolutionaries? A. A customer had a run in with one, said the thing was fighting for other domination, load of crap. They never do anything worth anything.

I started with the witnesses dialogue. I wrote this on miro.

I then moved this onto a google doc to continue writing the other dialogue within the game.

I wrote the dialogue that the Detective would say to himself when interacting with the evidences,

(which I no longer have access to the sheet I wrote them on)

Evidences Dialogue

CCTV

— Witnesses

Diner Lady

Warehouse worker - can on...

Interrogation

Start of Interrogation

1 route - start level 0

1-1 route

1-2

1-3

Route 2 - start anxiety level...

Route 2-1 - anxiety 1

Route 2-1-1 - anxiety 2

Route 2-2 - anxiety 2

Route 3-3 - anxiety 3

Evidences

Route 1

Route 1-1

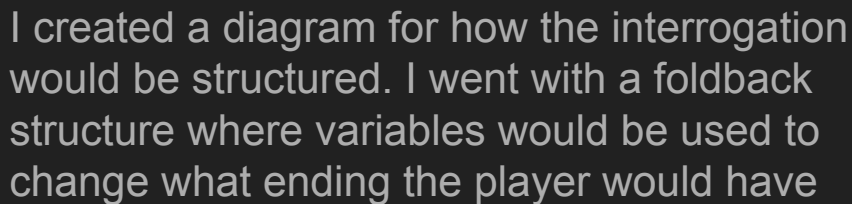
Route 1-2

Route 1-3

Route 2

Witnesses

Endings



Volans Narrative Flow

File Edit View Insert Format Data Tools Extensions Help

Q Menu 100% 123 Default... 10 B I A

	A	B	C	D	E	F	G	H
1	Dialogue ID	Speaker	has choice	num of choices	prerequisite knowledge	Dialogue	anxiety level	Link Dialogue ID
2	28	Detective	☐			I that's Detective, actually		
31	29	Elpida	☐			Detective, then. I don't know why I'm here.		
32	30	Detective	☒	3		Do you not remember what happened yesterday?	1	34
33	31		☐			You're here as a suspect in a murder case.	2	13
34	32		☐			That's alright, we're here to work through things.	0	
35	33		☐			I remember.		
36	34	Elpida	☐			Great. Would you like to tell me in your own words what happened? Starting from the beginning of your day.		
37	35	Detective	☐			Well.		
38	36	Elpida	☐			I spent most of my day inside. I'm...between jobs, you see.		
39	37	Elpida	☐			At...midnight I think it was, maybe a bit earlier? I got a call asking me to come out, so I did.		
40	38	Elpida	☐			I met with them, then I went home after...an hour?		
41	39	Elpida	☐			Who called you?		45
42	40	Detective	☒	3		Where did you go?		44
43	41		☐			What did you do when you were out with them?		
44	42		☐			...		40
45	43		☐			I don't know, it was a...job thing.		
46	44	Elpida	☐			Right. But you said you're between jobs?		
47	45	Elpida	☐			It-it's not a job, this was more of a...freelancing thing.		
48	46	Detective	☐			What type of freelancing?	2	51
49	47	Elpida	☐			I see, let's move on	1	-2
50	48	Detective	☒	2				
51	49		☐					
52	50		☐					
53	51		☐					

+ Sheet1 DATA

Dialogue

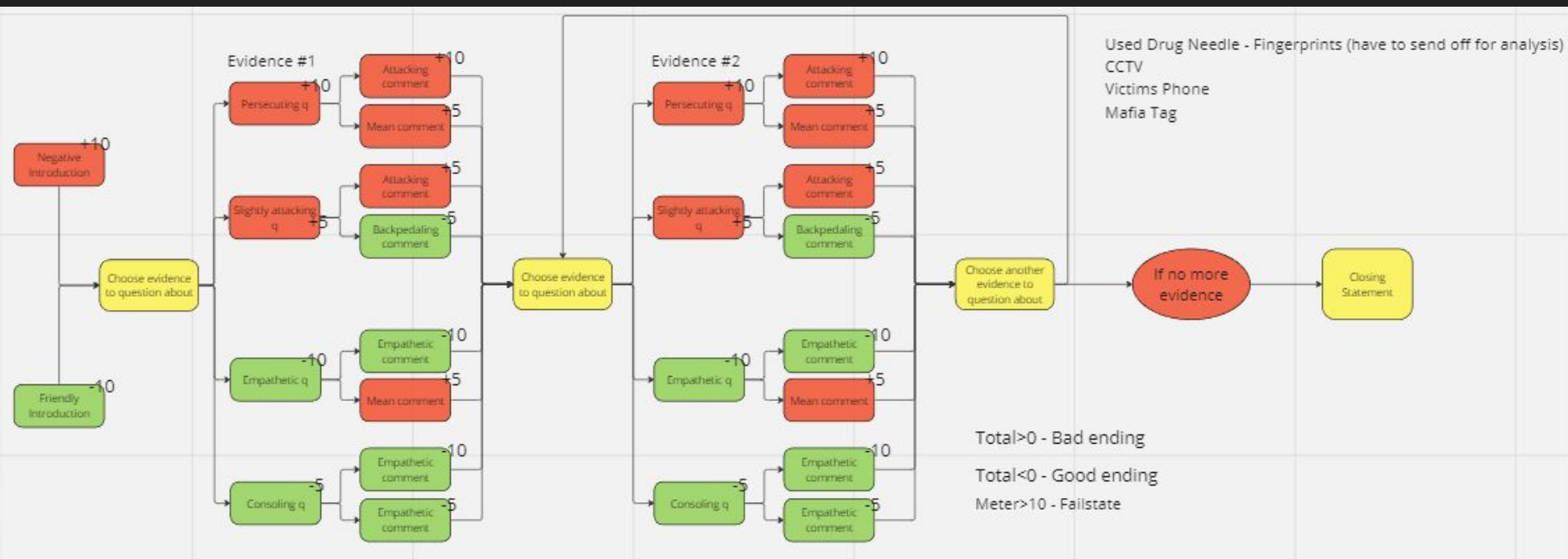
Week 9 presentation video

<https://youtu.be/BMntkiFCMmw>



Dialogue

I added to the dialogue structure by expanding on how the 'anxiety metre' could be implemented. Originally the idea would be the player could choose to be a 'Good cop' or a 'Bad cop'. The good cop route would lead to a low/negative anxiety metre and a good ending, whereas the bad cop route would be the opposite.

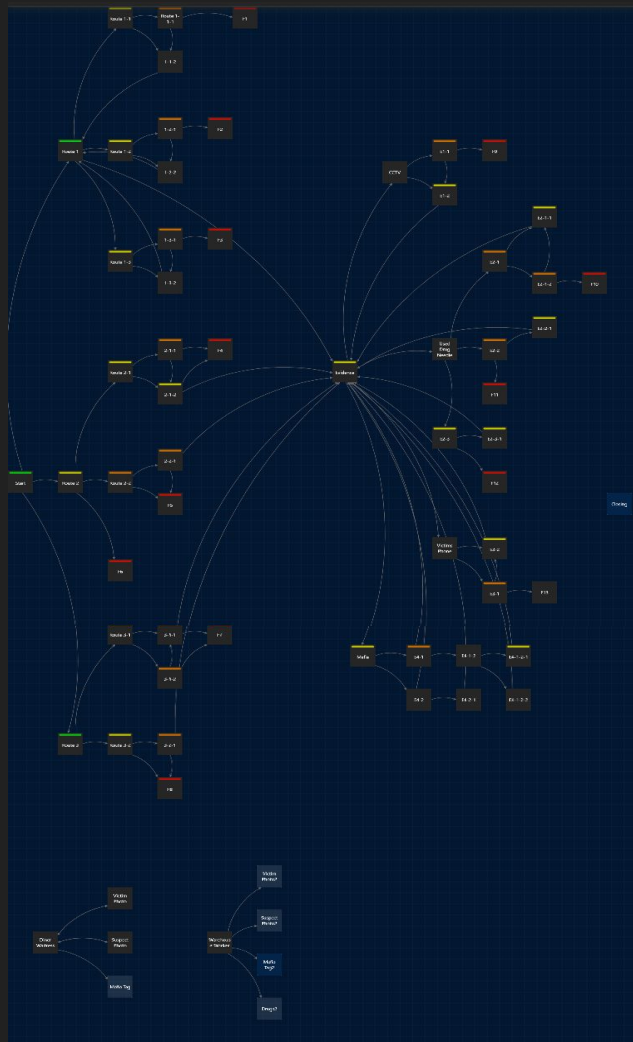


Interrogation Dialogue

I was struggling with visualising and keeping track of the branching dialogue in google docs so I moved onto twine.

Green = Anxiety 0
Yellow = Anxiety 1
Orange = Anxiety 2
Red = Anxiety 3 (failstate)

For each anxiety stage, the suspect would have different animations. For 0 they would have a normal idle, as it increases they would display more and more nervous characteristics like looking around and tapping their hand on the table, this would be used to direct the player on whether they were nearing the failstate or not - pushing the suspect too far.



https://drive.google.com/file/d/1miR5vXghZc7Kq34M9BSTAGql4Lao_Q3/view?usp=sharing

Google Drive link to the twine full interro portion

I decided to alter the anxiety so it would just lead to a failstate instead of the points system to simplify the process.

I made it so the player would receive all the information needed (in terms of the suspects claimed lack of involvement) regardless of the route the took - the way this information was presented would be different.

Endings

Endings

End of interrogation get to fill out a police report, pick out - then get newspaper spinning saying what happened

1. Evidence
2. Detective opinion of what happened

Depends on evidence submitted and what dialogue was unlocked during interrogation

3. Suspect temperament (anxiety metre)

Morally good: a bunch of Others are arrested (inc suspect) in a drug ring crackdown, sensationalised to be bigger than it actually is

Casefile:

1. Choose drug needle (not fingerprints), CCTV, victims phone
2. Opinion is drugs were sold but to another monster, that Other on CCTV is the criminal, backed up by witness testimonies and phone number to the other Other
3. Temperament averaged to 1 during interro

Morally bad: incriminates the suspect

1. Drug needle
2. Opinion is the suspect did in fact give drugs to the victim
3. Temperament averaged to 2

Bad ending: Mafia intervention, backfires

1. Submit evidence of mafia tag
2. Opinion is it's mafias fault
3. Temperament doesn't matter

Newspaper spin is ab corrupt cop

Dummy ending: don't fill out report, or botch it

I mocked up an incident report that would be used while at the crime scene and in the UI when questioning the suspect.

For the endings, I came up with four possible conclusions for the case. But due to time constraints I had to alter these and narrow them down so they could fit reasonably into the game.

I changed them into dialogue options at the end of the interrogation.

Incident Report

[station loc]

Case Number:		Officer:	
Received:		Arrived:	
Location:			
Victim:			
Witness #1:		Relation:	
Narrative:			
Witness #2:		Relation:	
Narrative:			
Evidence #1:			
Evidence #2:			
Evidence #3:			
Evidence #4:			
Conc Narrative:			

Endings

Morally 'Good' ending

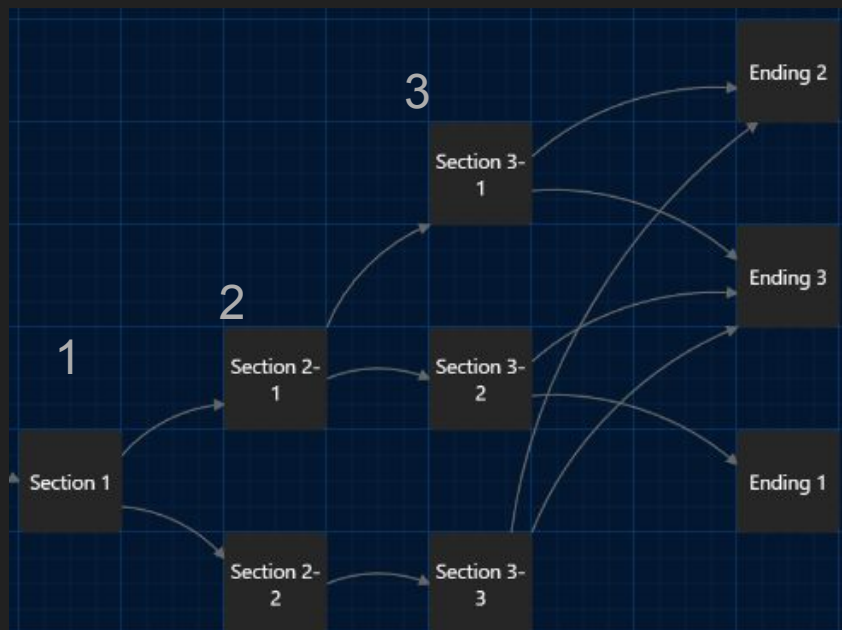
If the Detective decides the suspect wasn't the murderer and the other Scale type should be pursued

Morally 'Bad/Neutral' ending

If the Detective decides the suspect was the murderer or should be taken in for drug dealing

Hidden Ending

If the Detective decides to mention the 'violent group'



1 Suspect wasn't/was the murderer

2-1 Dealing is a crime/Scale type is the priority

3 Mention/Don't mention mafia

At the end of the interrogation, the suspect will be taken away. The Detective will then essentially have a conversation with himself on what he thinks of the case based on what the suspect told him. This will lead to one of three endings.