Shuichi strategy and plan in chapter 1.

Shuichi's strategy starts with him observing the marks at the feet of a bookshelf , not only that but differently from the others this bookshelf didn't have books on top of, which makes him think that it might hide something. Later when he investigates it he discovers that the bookshelf can be opened and reveals a secret door. From it Shuichi deduces that it has to do with Monokuma and one of the other students is not only collaborating with him :

R1: The door was hidden differently , instead of him placing Monokubs or exisal there to protect it.

R2: A reason why the secret door was hidden could have been because it wasn't made for Monokuma but for one of the students to sneak without anyone else noticing it.

To test his theory Shuichi places dust in the card reader in a way that it wouldn't fall, because no one would care or notice if dust would be swiped, and he last checked it during nighttime.

The next morning after checking the secret door he confirms that the dust wasn't there so someone must have used the door, and Shuichi started thinking that it may have been connected with Monokuma revival.

He recalled a conversation where Monokuma said: "This school...has a machine somewhere that can make a whole lotta Pops. Just activate the machine and you'll have as many pops as you want."

Which would explain how Monokuma was well in the morning after being killed.

During nighttime someone went there and activated the machine .

To fulfil the idea of a mastermind between the students Shuichi recalls another conversation with Monokuma where he said: "A time limit is now in effect! If a murder does not occur by nighttime, two days from now...then every student forced to participate in this killing game will die!"

Shuichi points out how strangely it was for Monokuma to phrase it in that way, and not just saying "everyone will die" instead specifying that those forced to participate will die. And from there Shuichi deduce that one of them volunteered to join the killing game and that they would avoid execution without breaking any rules, Shuichi pointed out that Monokuma is protecting this someone meaning he they are more than just collaborating but likely begin the mastermind of the killing game.

R1: Shuichi deduced that one of the students was collaborating with Monokuma.

R2: the morning after begin killed Monokuma returned like it was nothing and states that there is a machine that can make others like him.

R3: Monokuma states that only those who have been forced to join will be killed.

Shuichi also tells Kaede that he didn't reveal this info to anyone except her because it could have tried to find the mastermind leading to a kill.

With all begin set Shuichi comes up with a plan on how to expose the mastermind.

Shuichi recalls another discussion with Monokuma where he said that: "Mauled to shreds by countless Monokumas (the students) from the rumored Monokuma-making machine!"

Shuichi thinks that to create such an amount of Monokuma it would be needed for the mastermind to come down to the hidden door getting in and activating the machine before the time limit ends, meaning that there is a chance the mastermind will come down there.

To have enough proof to expose the mastermind Shuichi asked Miu to make some cameras connected with a security sensor that he found in the warehouse and ask her that the sensor that will activate the camera only when something moves. To avoid giving her suspicion (also in case Miu was the mastermind) Shuichi fabricated a story saying that he needed them to spy on Monokuma. Shuichi also creates the project that Miu will follow to create the camera meaning he has at LEAST has some bare knowledge in the matter.

The cameras are built to be:

Two cameras with built-in security sensors that will take photos automatically and a third camera that will trigger the sensor receiver as it automatically takes a photo.

The first two will take photos of the entrance of the library while the third one will directly take photos if the bookshelf is moved, Shuichi adds the receiver on the third so that while taking the picture of the mastermind it will also activate an remote that Shuichi will keep with him informing that the bookshelf was opened.

To avoid meeting the mastermind while going to the library Shuichi decided to hide in a classroom that would let him check the only stairs that lead to the basement and the vent that leads to the library (to make sure no one would use it).

[Strategy Control, Strategy Alignment , Strategy Fortitude, Strategy Complexity, Strategy Efficiency,Strategy Forecasting, Field Crafting, Setting Traps, Contingencies , Risk Calculation, Anticipations , predictions Preparation Process , Planning Applicability, Planning Coverage, planning aim,Systematic Thinking , Analogical Thinking , Associative Thinking ,

Holistic Thinking, Decompositional Thinking, Abstract thinking, Deductive Reasoning , Inductive Reasoning , Abductive reasoning, Pattern recognition, Connecting the dots , Observation, Misdirection , Fabrication, Hot reading, EU]

Shuichi used his detective knowledge and methods into the environment of the killing game as well as using daily life objects as traps [Knowledge application, Adaptability, Crystallized intelligence]

Shuichi is able to recognise the vent that leads to the library from the smells of books and wood.

[Sensorial Perception]

Shuichi reasoning process convinces Kaede to trust him.

[Charisma, Aura]

Shuichi drew the ideal project of the cameras.

[VSI]

Shuichi is able to recreate a map of the library meaning he at least visualised the room. as well as re-creating the area the camera will cover.

[VSI]

Shuichi is able to analyse and understand the intention of Monokuma.

[Psychological Profiling, EU]

Shuichi is able to predict what would happen if someone discovered that there was an mastermind between the students and avoids doing it.

[Predictions, Preclusion, Decision Making , intuition]