Level 1 stuff

* Echo experiments (Teleporting a ball… something dissolving)
* Cameras
* medical/torture stuff(table, chairs, tools)
* Hydropod? (like large oil barrels)
* Endpoint elevator
* Giant cannon looking thing, Like an MRI station
* Cell doors
* Columns/pillars… like steel beams
* Stadium-style seats for the rooms upstairs
* Neon lab walls… Mostly white with hints of the synthwave vibe
* Cell walls should be stone and dark and hole-y. Like a cave
* The Lights should be circles in the walls and ceiling
* White floors

Level 1 important

* Extrude map (everything has to be farther away)