White boards that look like they can be moved around the room.

A wardrobe sized rectangular box that can be used as a random device with dials and readings on it

Swivel chairs for the scientists to sit on

A square transport kart like the ones in grocery stores that we can be other things on, like papers or science tools

Centerpiece object, a large cylinder object that widens on the top and bottom. It will have a lot of tubing leading to it and the center should be see through. Theoretically it will have the ghost energy moving back and forth from top to bottom.

A basic rectangle block. It can be textured as a stack of papers, a book, a tech device and other stuff.

Tubing that we can apply the glow filter to and put throughout the room (reuse the chord from your lamp if you want)

Future I-pad, similar to the edgeless computer you made, but it will a tablet, only going to be used as a thing that we can place in the level.

Railings for the catwalk

Might want to remake the stair system, but that’s up to you.

All walls should have a “bumper” section on them when they reach the ceiling, floor, or a corner

For the glow effect, add the emissions channel in substance painter and whatever you paint with that will be the glow effect.