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.

Doorway wall, curved wall, curved window wall, normal wall, ceiling, floor, circle floor, circle ceiling