The map will be made of level pieces in a 4x4 grid in blender units. This makes it easy to repurpose already made level pieces and place them in the map however we want.

The game is styled like a ps1 game, so every tile can only have a max poly count of 700 with low-res textures.

Objects that are not part of the level geometry (Such as collectibles) will be 2d sprites that always align with the player’s camera.

Level pieces:

* A Cell
* A Wall
* A Hallway with high windows
* Half a tile of overhang prison rows
* A small staircase

Objects:

* Table
* Potted Plant