The map will be made of level pieces in a 2x2 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.

Level pieces:

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