Separate the hint boxes, use ‘with buttons’ image for reference positions so the boxes look lined up

Before player finds a hint each hint box will have a directive (e.g. find out grandma’s pet name, find wedding anniversary date etc.)

After player interacts with the according item (e.g. pet photo, wedding anniversary sticky note) the hint box’s text changes to the hint they need to input at computer (e.g. for wedding anniversary date it’d be: June1397)