I worked somewhat on the notes prefab. I realized that without knowing how these notes, or rather “clues”, would be placed and in what manner, I wouldn’t be able to make something specific enough for proper use in the game. As I’m typing this, I’m awaiting the word of the work that my partners have done so that way I can create something(s) that will fit in more with what they’ve created. I think I’ll transform the work I’ve done on the noteScript into a “clues” parent class that will have specific script types deriving functionality from it.