I finished the note UI system. Both the Ui and the notes themselves are in separate prefabs now a part of the game folder. The way that these two prefabs interreact is that when a player comes close enough to one of them, the note UI will pop up with an enlarged version of the image. Upon leaving the radius the UI will disappear. In case the need should arise, I made a placeholder button in the UI which will get fleshed out if we decide that it would be better for the Ui to popup upon entry but leave when the button is clicked. Otherwise, that button will get removed.