This contains as much information I understand from this game (Pioneer Packer) 2025 version.

I didn’t really touch too much of the code, as the original code worked great. I did some slight altering to meet client needs, but mainly focused on working on inserting assets, fonts, tweaking the matching mechanic etc.

Inside each script will be comments with previous team’s comments. Anything I added will have a timestamp by me.  
  
Another thing I should note in regards to understanding the assets / background side of the game is  
that the ENTIRE background is one singular image. We realized this after the initial additional assets were discussed and had to get a designer to erase any background images that didn’t work well. The stone circle in level 2 was wipe and replaced with a new one. The star in level 2 was replaced with a constellation.

The entire background is a singular image with invisible buttons that line up around the area where the “item” would be found.

Should also note that the naming conventions for this project was a mess.  
  
The 3 items found at the bottom of the screen (paper with 3 drawn images) are referred to as “Directions”, more specifically “Level 1 Directions”, “Level 2 Directions” & “Level 3 Directions”.

The 3 items you are looking for in the background image are referred to as “Items”. This will also be helpful when looking into the Matching Script as they use “Item” & “Direction” naming conventions.

I’ve renamed the original “4x3LobbyBox” to “Tutorial UI” so you can find it more easily than I could.

I also renamed the ending screen UI to “End Game UI” as well.

Last thing I should mention, the “Next” Button used for continuing to the next level is weird. It won’t toggle off by hard code, so I discovered the original team just hid it behind the page panel that toggles when the game is completed.

Hope this helps.  
  
- Michael Taylor