Time Tracker Documentation

Overview
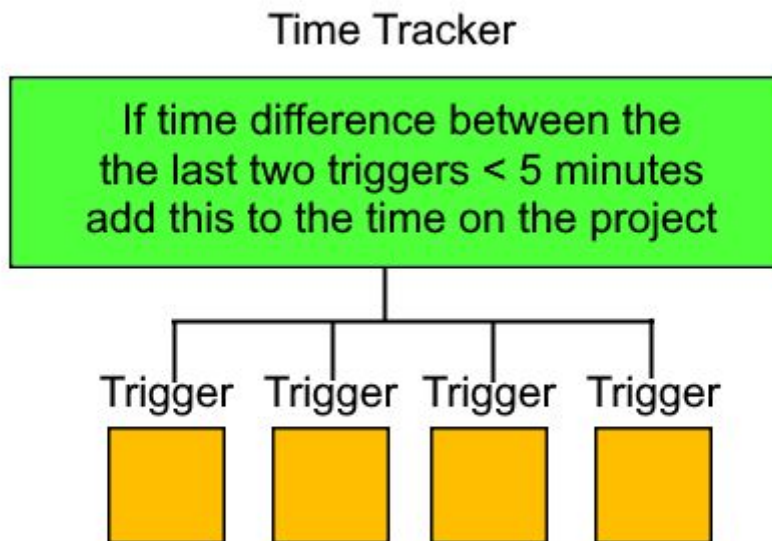
The time tracker has multiple types of triggers that check if you are still working on something e.g.: (File modification, scene save, build started…[For more information go to chapter triggers]). If a trigger is calling the time tracker, it checks if the time between the last trigger and this trigger is less than 5 minutes (this is configurable), if it is it adds the time difference to the project and task you are currently working on.

To open the Time Tracker Editor Window, go to Windows/Time Tracker
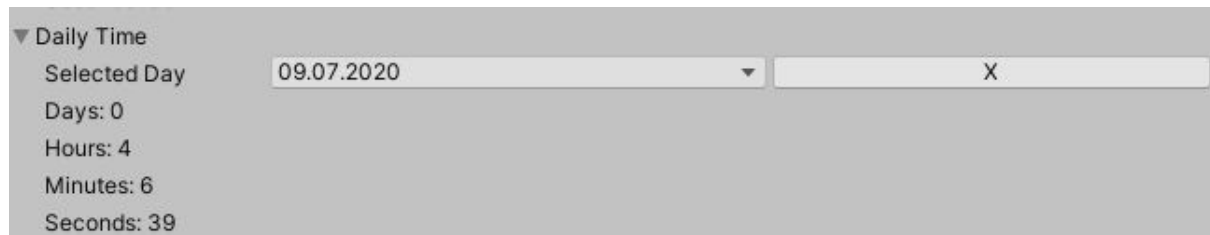
Time Tracked on Project

Total Time

This is the total time you spend on your project..

Daily Time

This is the time each day you spend on your project. You can select the day you want to see in the dropdown. If you press x the day will be deleted, but the time will not be subtracted from your tasks or project.

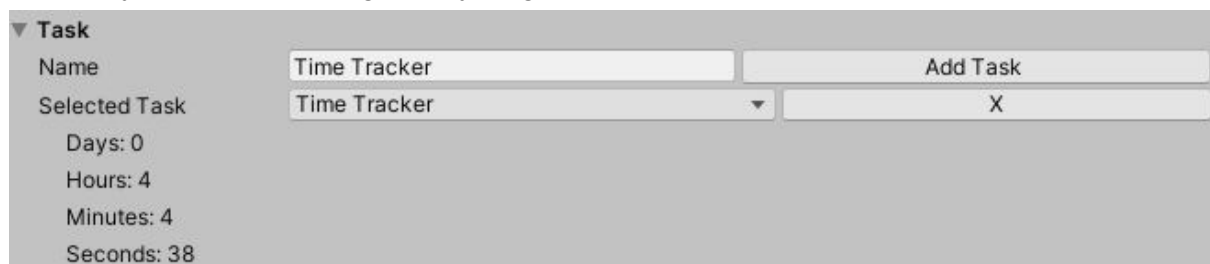## Time Period

Here you can see the time you spend over the last x couple of days.

Tasks

Optionally you can use tasks to see how much time you spend on a certain part of the project. To add a task just enter a name in the "Name" textbox and press "Add Task". Keep in mind that each task needs to have a unique name. Once you added a task you can select it by using the "Selected Task" combobox. Once a task is selected all the time that is automatically tracked is also added to the task. I suggest adding a default task or something similar if you are not working on anything specific.

Triggers

There are some predefined triggers that are described below, but you can also implement your own trigger. A trigger will need to call the method "OnTrigger" in the TimeTracker.cs

class, whenever it thinks you are still working on the game. The following triggers are already implemented.

TimerTrackerTriggerFileSystem

This trigger is watching the file system under System.IO.Directory.GetCurrentDirectory() (on windows this is the directory of the game, one below assets) and checks if any files have been modified, deleted.

TimeTrackerTriggerOnBuild

This is triggered whenever a build starts.

TimeTrackerTriggerOnEditorClose

This is triggered whenever the editor is closing. This trigger will be the last one of a session, it is needed to not lose any time.

TimeTrackerTriggerOnPlayModeChange

This is triggered whenever you start or stop playing the game in the editor.

TimeTrackerTriggerOnSaveAssets

This is triggered whenever assets are saved.

TimeTrackerTriggerOnScriptsRecompile

This is triggered whenever unity is recompiling your code.
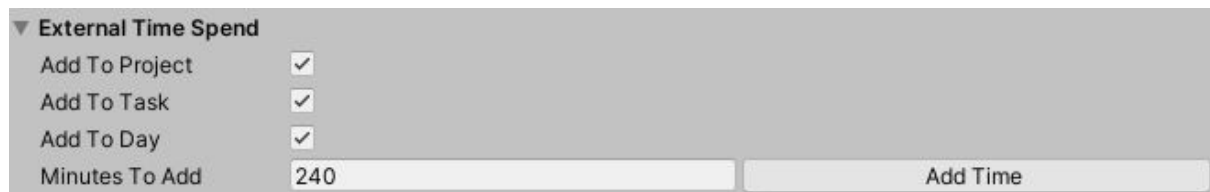
Settings

MaximumMinutesBetweenTriggers

You can change the time difference between two triggers that are still considered to be work. The default is 5 minutes which should be sufficient for most use cases, if you often have times longer than 5 minutes just sitting there thinking or doing other stuff, that is not yet captured by any triggers, you can increase this time.

External Time Spend

Here you have the option to either add time you spend in meetings or something else manually or use a stopwatch to track the time you spend on the project.

Add Time Manually

To add time manually select where you want to add the time to (project, task or day) and write how many minutes you want to add in the text box, then press "Add Time" and the time will be updated immediately.

Stopwatch

To start the stopwatch press the start button.

Once the stopwatch is running you can press "Cancel" to stop the stopwatch without adding time. If you press the "Stop and Add Time" you will stop the stopwatch and the time is added to your project, task or day, depending on which checkboxes you checked.