

Task List

v1.1.3

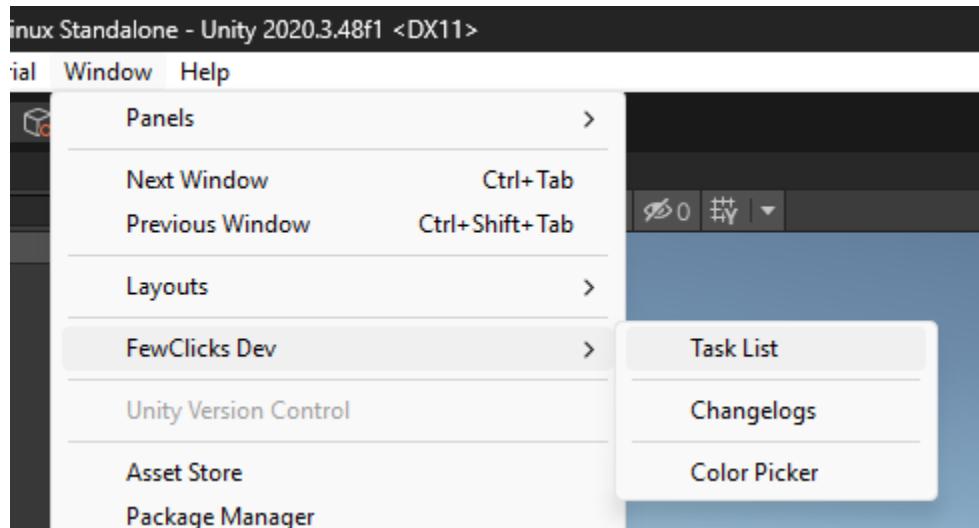
Task List is a simple editor tool for developers looking for a quick way to declare a personal set of goals inside of the Unity Engine.

Core features:

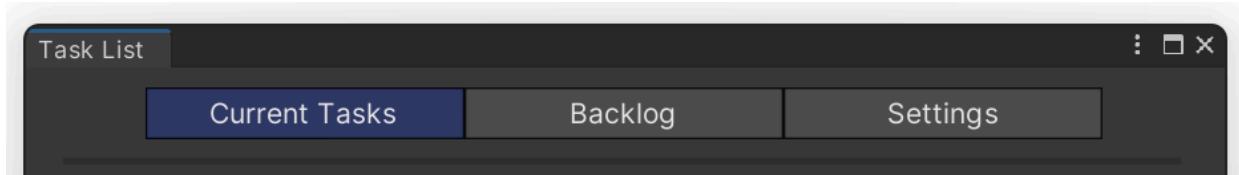
- Declaring tasks that are saved in the editor preferences.
- Sorting based on status, creation date, and priority.
- Moving work items between two lists - 'Current' and 'Backlog'.
- Adjusting tool behaviour and color indicators.
- Export / import tasks from and to a JSON file.
- Attach objects, hyperlinks, and much more as task context.

[0] Installation

After you download and import the package from the Asset Store, a new menu item will appear under the 'Window' tab. Click on it to open the window.



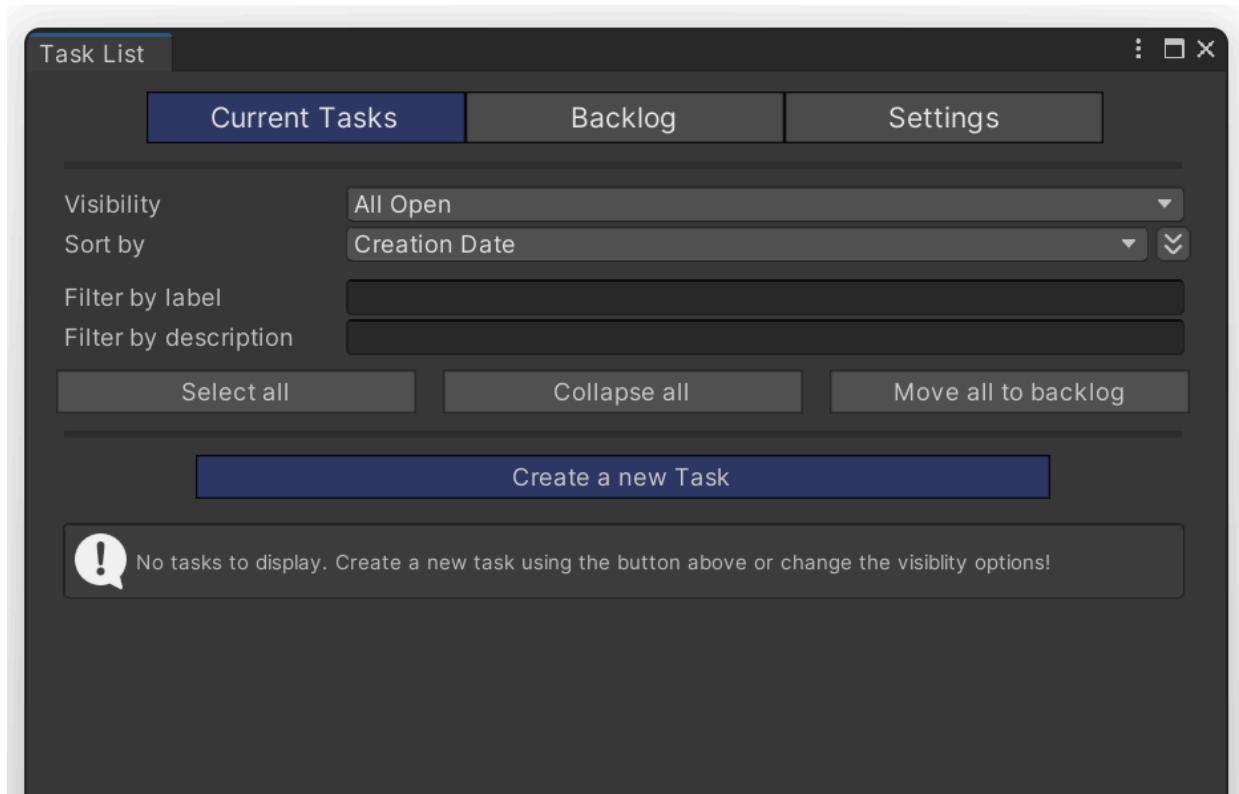
After you open the window, you should see something like this.



From now on, you are able to declare tasks in two lists - current and backlog. You can use them however you want, but I highly recommend starting with the second tab. In the “Backlog”, you should add every task that you plan for your game. Then, when the time is right, you take a couple of tasks that you wish to focus on and move them to the “Current Tasks” list. It’s a small organizational pattern that you can use to not be overwhelmed with the amount of work that you have to do.

[1] Current Tasks

In this tab you will see all tasks that you are currently working on. You can use a set of filters and visibility options to be as productive as possible. Note that all tasks are visible only by you. They are stored inside the editor “Preferences” so they will be available only inside the current project.



Visibility - use these options to show or hide tasks based on their status and priority.

Sort by - enum that can be used to sort a list of the tasks based on creation date, priority, label or a closed date.

Filter by label - can be used to find tasks using their labels.

Filter by description - can be used to find tasks using their descriptions.

Select all - set all visible tasks as selected.

Collapse all - collapse all additional properties of every task in the list.

Move all to backlog - move all tasks from the current tab to the backlog.

Single task

Each task is made of a few elements.

| | | | | | |
|---|-----------|---|-----------|---------------|--------------|
| 1 | Green bar | ⊕ | Task Name | 22 June 17:38 | More options |
|---|-----------|---|-----------|---------------|--------------|

Index - index of a task in the list.

Color indicator - it tells you the status (closed ones have different colors) and a priority of the task.

Expand - click on it to expand the task, showing all of its properties and description. You can also left click on the task label with an 'Alt' button pressed at the same time.

Label - name of the task. Can be changed in the expanded view.

Creation Date - day, month, year and hour when the task was created.

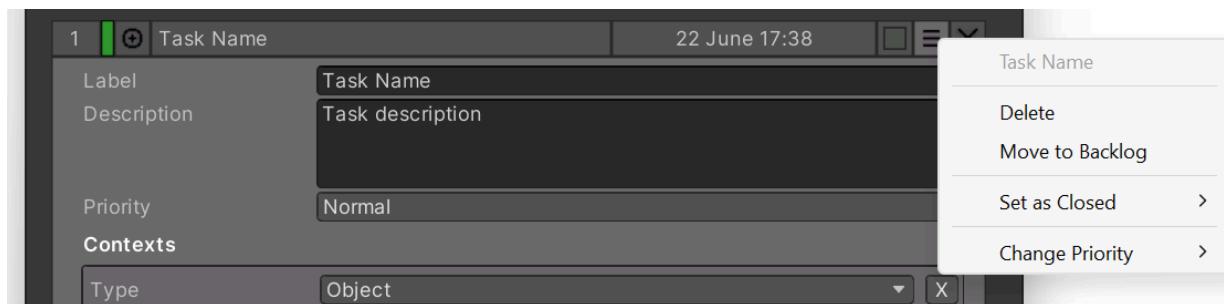
Status - it tells you if the task is open or closed.

Options - some additional actions that you can perform on the task.

Delete - delete the task from the list.

Additional options

If you click on the 3 lines next to the task name, options will be available only for the current task. If you select more than one and then right click on the any selected task label or creation date, the menu will be available for all selected ones.



Delete - delete selected tasks.

Move to backlog / current - move selected tasks to backlog or current list.

Set as closed - set all selected tasks to either open or closed.

Change priority - change priority of all selected tasks.

Context

Expanded view allows you to change the task name, description, priority and add some context to it. There are three types of contexts:

Object - allows you to specify an object that will be associated with the task (e.g. material that needs to be adjusted or scriptable object that should be set with the correct values).

Script - allows you to specify the mono script that should be changed in order to finish the task.

Scenes - allows you to save the current scene setup, together with camera position and location to be able to quickly load it, when you are about to start the task. It can be easily created using the buttons below. Tools saves the active scene (main) and all additional scenes as strings.

Link - allows you to include a hyperlink e.g. unity documentation that will help you with the task

Scene Game Object - allows you to attach a scene game object.

Task List

Current Tasks Backlog Settings

Visibility: All Open
Sort by: Custom
Filter by label:
Filter by description:

Select all Collapse all Move all to backlog

Create a new Task

1 | New task 4 | 20 September 12:45 | X

Label: New task 4
Description:

Priority: Normal
Custom order: 1

Contexts:

Type: Object | Object: m_en_UberLit_Base | Ping

Type: Script | Script: #Player | Open

Type: Scenes
Camera position: X -6.548182 Y 19.7183 Z 15.89336 | Set
Camera rotation: X 28.96962 Y 152.553 Z 359.9874 | Set
Main scene: Level_Gameplay
Update scenes and location Load context scenes

Type: Link | Link: <https://assetstore.unity.com/packages/tools/utilities/t> | Open

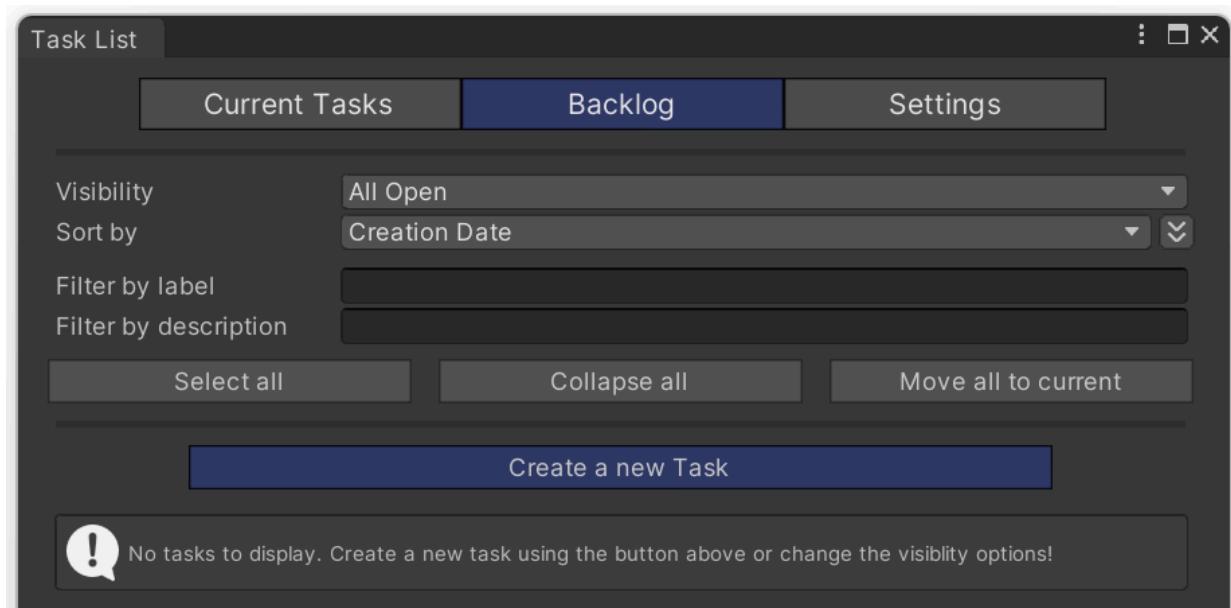
Type: Scene Game Object
Scene not loaded: Assets/Scenes/Level_Blit.unity
Object: None (Transform) | Load

Add context

Task List :: v1.1.2

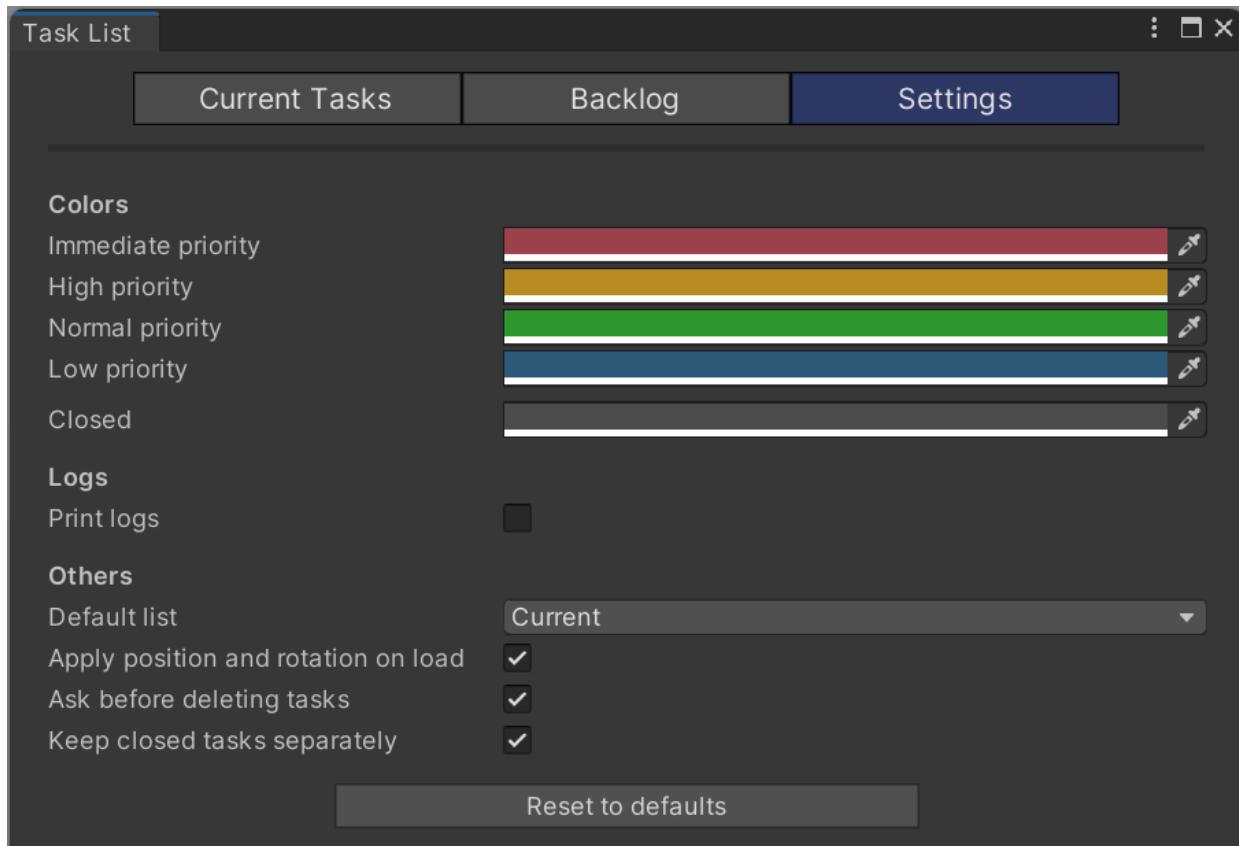
[2] Backlog

While in the “Current Tasks” you should keep only the tasks that you are currently working on, here you can keep all of them. It’s a main list, all TODO. Most options are the same, the only difference is an option to move all backlog tasks to the current list.



[3] Settings

In this tab you can adjust the tool usage and colors indicators to your liking.



Immediate priority - color of tasks with an immediate priority.

High priority - color of tasks with a high priority.

Normal priority - color of tasks with a normal priority.

Low priority - color of tasks with a low priority.

Closed - color of closed tasks.

Print logs - a flag specifying if the tool should print logs to the console.

Default list - specifies if the tool should by default open on current tasks or the backlog.

Apply position and rotation on load - specifies, if the tool should also apply position and rotation to the scene camera, when a scene context is being opened from the task.

Ask before deleting tasks - specifies, if the tool should ask the user before deleting tasks.

Keep closed tasks separately - keep all closed tasks at the bottom of the list, ignoring other sorting.

[4] Review and Feedback

If you enjoyed using this tool please consider leaving a review on the [Unity Asset store!](#)

Thank you very much for any feedback.

Need some help or have an idea how to make this tool even better? Don't hesitate to write me an email at contact@fewclicksdev.com.

Checkout other free tools from FewClicks Dev [right here](#).