

UNITODO EDITOR TO DO LIST FOR UNITY



UniToDo Documentation

By Modesto Games

V 1.0.0

Summary

Introduction..... 3

Set up..... 3

Edit Configuration..... 5

Manage Tasks 6

Conclusions..... 8

UniToDo Documentation

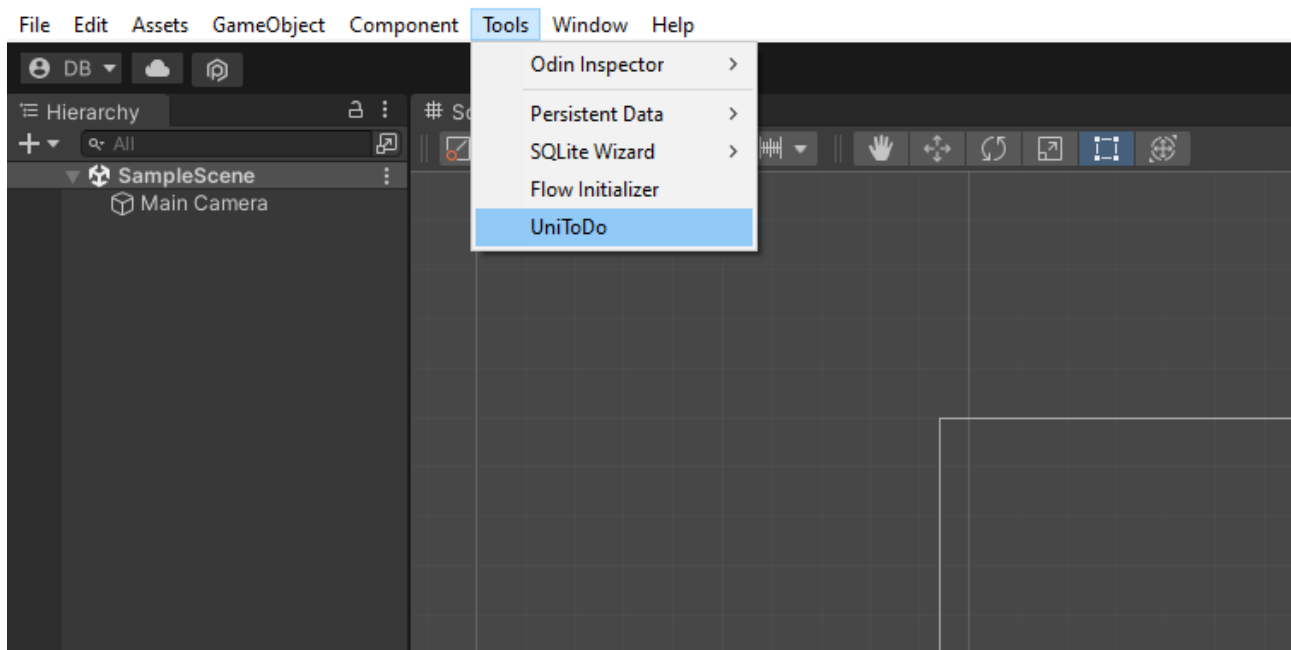
Introduction

UniToDo is a simple yet complete and fully customizable to do list running in Unity editor. You can easily add it to your project to improve your workflow and productivity.

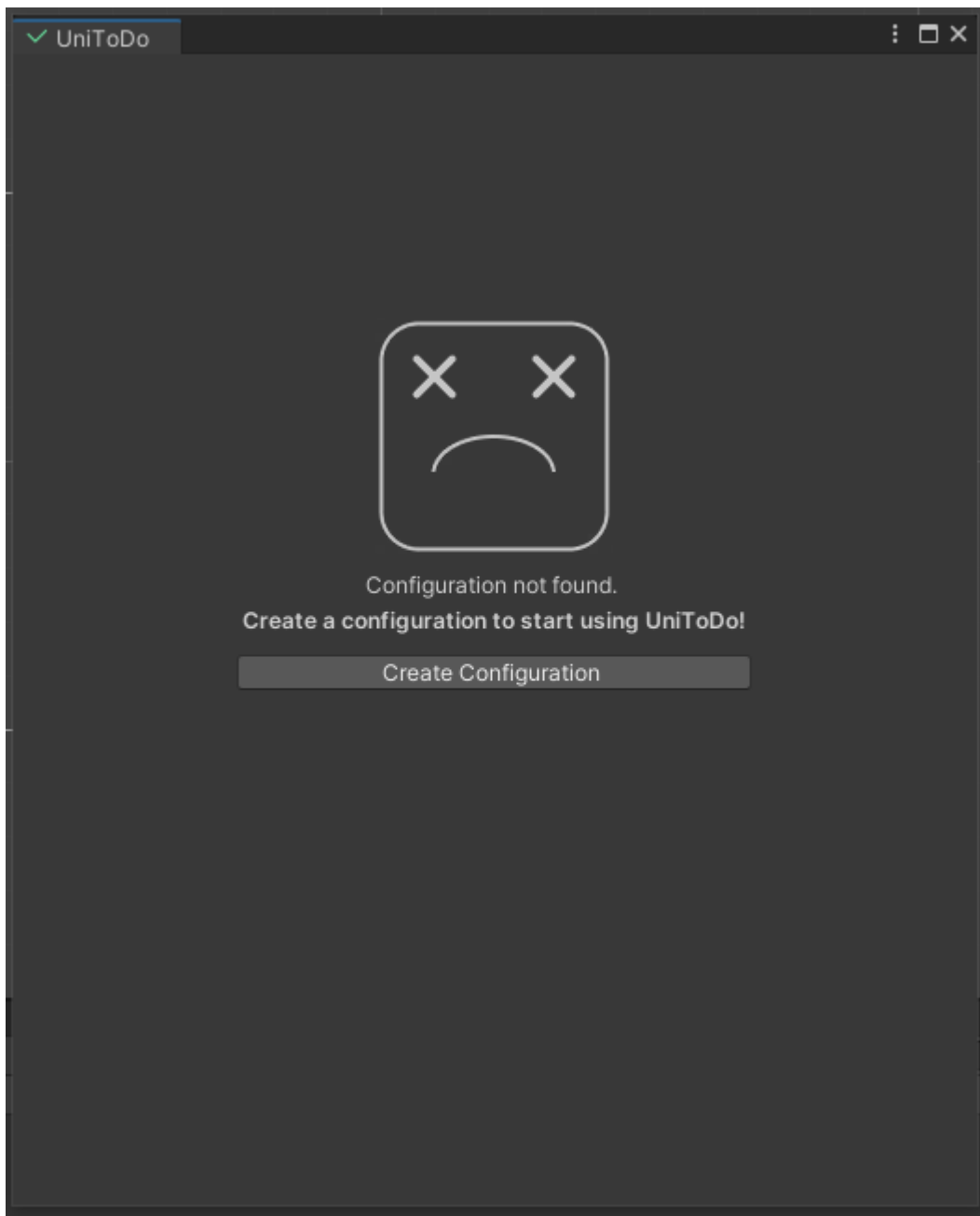
Here's a simple guide to help you set up UniToDo in your project.

Set up

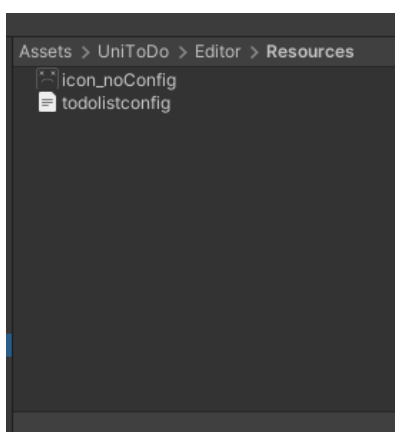
- Download UniToDo from
 - Github: <https://github.com/ModestoGames/UniToDo>
 - Unity Asset Store: <https://assetstore.unity.com/packages/slug/221810>
- Import the package in Unity Editor by double clicking on it or click the **import** button in the Package Manager window.
- Open the ToDoList window by clicking on the top menu **"Tools/UniToDo"**



- UniToDo will prompt you to create a new configuration. Click on the **Create Configuration** button to start creating a configuration.



- The configuration is the class storing all the to do list settings and the tasks. UniToDo cannot work without a proper Configuration. The configuration is stored in a json file in Assets/UniToDo/Resources/todolistconfig.json



Edit Configuration

The screenshot shows a configuration window titled "UniToDo - Configuration". It is divided into three main sections: "Edit Settings", "Categories Configuration", and "Priorities Configuration".

Edit Settings

- Show approval tasks: ☒
- Show done tasks: ☒
- Use categories: ☒
- Use priorities: ☒
- ToDo Label Color: Red color picker
- Approval Label Color: Yellow color picker
- Done Label Color: Green color picker

Categories Configuration

- Category 1: New Category (with an 'X' button)
- Category 2: New Category (with an 'X' button)
- Add Category button

Priorities Configuration

- Priority: 1: New Priority (with an 'X' button) Color: Yellow color picker
- Priority: 2: New Priority (with an 'X' button) Color: Red color picker
- Add Priority button

At the bottom, there is an "Apply Configuration" button.

You can edit configuration at any time by clicking on the Edit Configuration button in the ToDoList Window topbar.

Let's go through a quick explanation of all the parameters you can tweak.

- **Show approval tasks:** allow you to hide or show the task marked as In Approval.
- **Show done tasks:** allow you to hide or show the task marked as Done.
- **Use categories:** decide whether or not add category to your tasks. Categories are useful to better describe your tasks and to filter them with the searchbar.

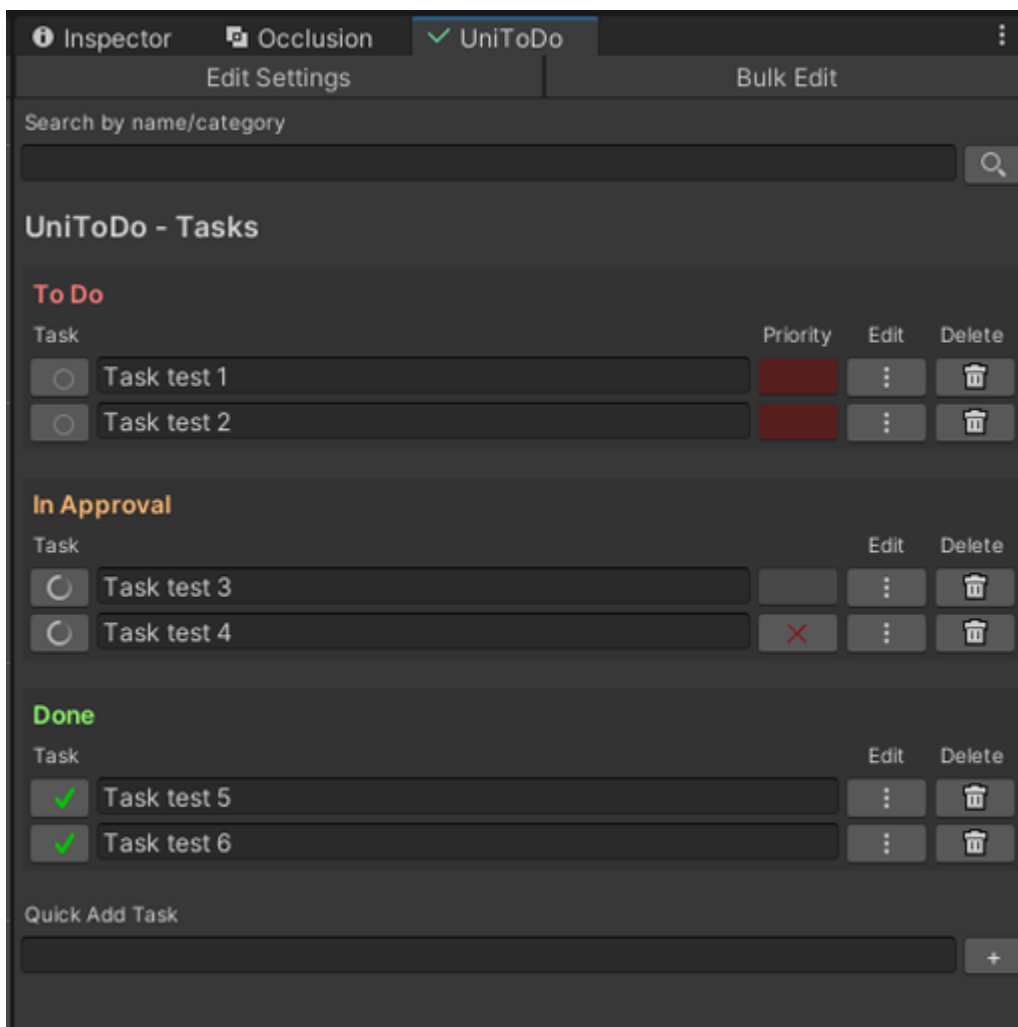
- **Use priorities:** decide whether or not add priority to your tasks. Priorities help you stay on track with your project's implementations and features.

By enabling categories or priorities you will be prompted to input some of them in the appropriate sections.

To apply the new configuration click on the Apply Configuration button at the bottom of the window.

Manage Tasks

The main window provides you with all the functionalities to edit tasks.



Each time you edit tasks and you want to apply your changes click on the button **Apply Changes** at the bottom of the window (it will become red when there are unsaved changes).

Add a Task

You can add task by using the Quick Add Task textbox or by clicking to the Add Task button at the bottom of the window.

The first method is faster but will create a task with default parameters, the second one will let you specify all the task parameters at creation time.

Edit a Task

You can edit a task by clicking on the edit button at the right side of each tasks. Edit a task will open a window where you can specify Title, Description, Status and Category and Priority if enabled by configuration.

Additionally you can **easily edit a task status** by clicking on the first button at the left of each task. When you click that button:

- a task with status ToDo will be marked as Done.
- a task with status Done will be marked as ToDo.
- a task with status In Approval will be marked as Done.

You can also set the task priority (if enabled it in the configuration) by clicking on the priority button at the left of each tasks.

Remove a Task

You can delete a task by clicking on the delete button at the right side of each tasks. This operation can be performed also from the Bulk Edit menu.

Filter Tasks

You can filters tasks by name and category at the same time by input some text in the search bar at the top of the window. Categories will be taken in account only if enabled from the configuration.

You can also decide to **disable an entire set of tasks** in the configuration by disabling the “Show In Approval tasks” and “Show Done Task” checkboxes.

Bulk Edit

Bulk Edit menù at the top of the window will allow you to edit all the selected tasks. You can select a task by clicking on the checkbox which appears when bulk edit is enable or by toggle the entire set by clicking the toggle button which appears at the left of each list of tasks.

Bulk edit allow you to delete, change priority or change category to multiple tasks at the same time.

Conclusions

Thanks for downloading UniToDo!

If you like it or find it useful consider donating me on [Ko-Fi](#). No minimum donation required and you can donate monthly or just one time. This will help me continue developing assets and games. Thank you so much!

For any question/problem/suggestions feel free to contact me at:

- info@modestogames.it
- modestogames.it