

Getting started

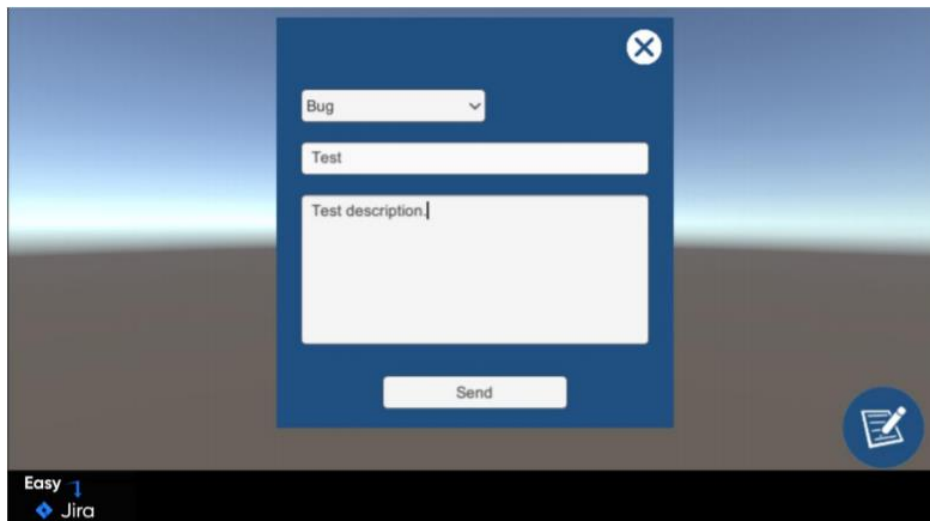
Read the setup guides to have full knowledge of how the asset works.

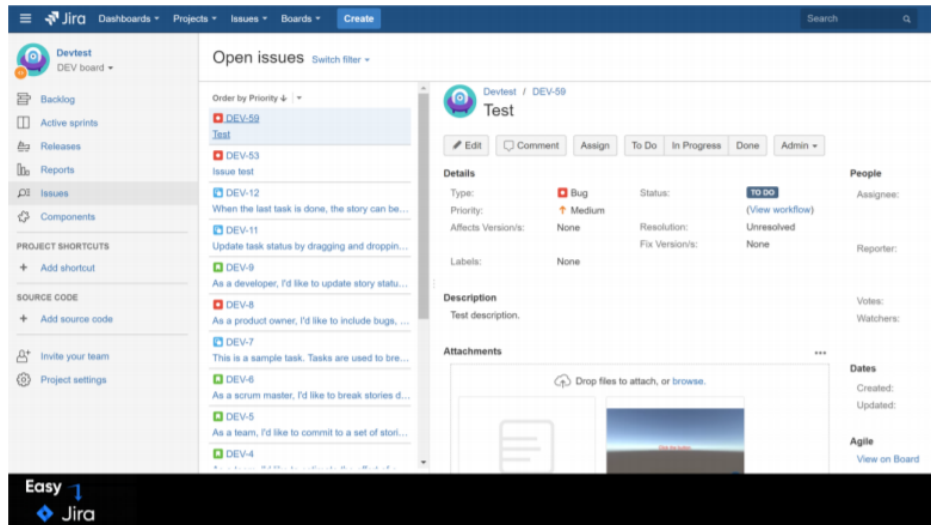
Introduction

The goal of Easy Jira is to quickly and easily integrate the services of Jira with Unity, either in the Issues administration of the publisher, as well as the possibility of integrating it into your game, allowing you to open issues from a simple form in the game.

These are some of the actual features of the asset:

- Issues management from the Unity editor. (Create, assign, add comments, etc)
- Creation of Issues from an in-game form.
- Different user settings for editor or game. (Optional)
- Simple authentication for faster setup.
- Asynchronous load, to optimize the performance.
- Possibility of attaching log in the in-game form.
- Possibility of attaching screenshot in the in-game form.
- Customized log, implemented in the code of your game to send the information you want to the issue.





We are pleased to say that we have great plans for this asset to evolve, our development roadmap is constantly growing and we are trying to improve that we understand are basic, as quickly as possible.

Installation

Easy Jira must be downloaded and installed from the Unity Asset Store, after the download If Unity asks you whether to upgrade API, do so clicking "Go ahead".

After the installation, you will see a new folder with the name "Easy Jira", inside that folder you will find the files that make up the core of the connection with the services and also a demo project in case you are interested in using the feedback form.

We do not recommend modifying the folder structure within "Easy Jira", the asset may stop working properly.

Working with

The asset has 2 main features:

1. Issues administration - Complete issues management, chance to view, assign and comment.
2. Feedback form: A form to send feedback that opens an issue from every post that sends. Download the issue types that the service has configured for the current user.

Setup - Editor

Go to Tools > Easy Jira > Issues Admin, then click in the "Settings" button. You will see a few attributes that should be filled in with the information corresponding to your Jira system.

Required settings:

Jira base URL:

It is the base URL to your Issues system example <http://example.atlassian.net>

User:

It is the user with whom the asset easy Jira will make the request. It is important to clarify that the user must have configured the corresponding roles to perform the administration of Issues.

API token:

You can find more information about how to get it here: <https://id.atlassian.com/manage/api-tokens>

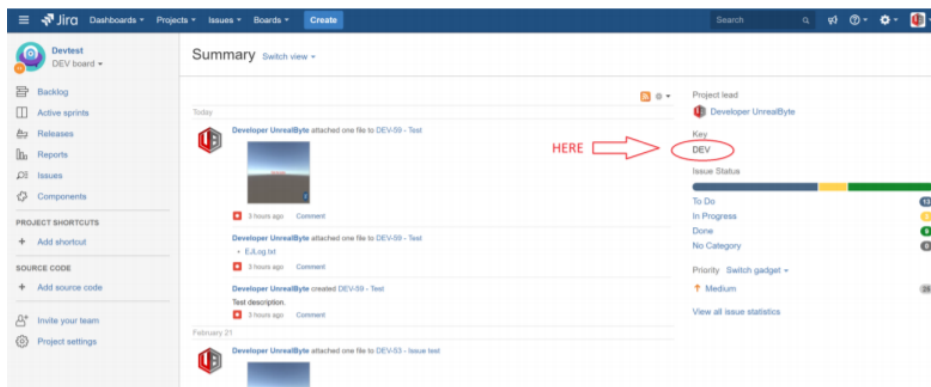
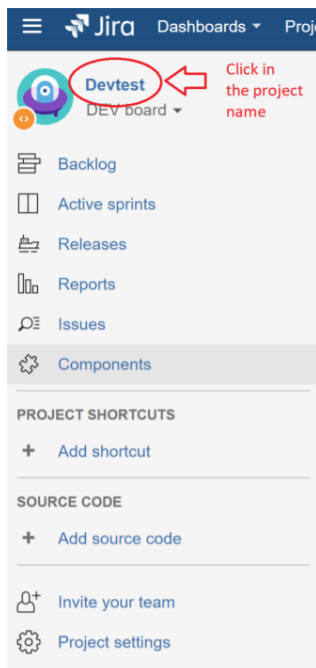
Project Key:

It is the key of the project to be used. Example DEV.

Results per page:

This attribute defines the number of Issues that the asset should bring in each administrator's page.

How can I get the project key?



Setup - Feedback form

Configuration for in-game form:

The configuration of this form is similar to the editor but some additional characteristics are added

Required settings:

Jira Base Rest URL:

It is the base URL to your Issues system example <http://example.atlassian.net>

Jira User:

It is the user with whom the asset Easy Jira will make the request. It is important to clarify that the user must have configured the corresponding roles to perform the administration of Issues.

Jira Token:

You can find more information about how to get it here: <https://id.atlassian.com/manage/api-tokens>


Jira project key:

It is the key of the project to be used. Example DEV.

Default priority ID:

It is the default priority to be used in each issue created in-game.

▼

 ☒ Jira Object (Script)

?

↕

⋮

Script

JiraObject

Jira connection settings

Jira Base Rest URL

https://example.atlassian.net

Jira User

user@domain.com

Jira Token

api-token

Jira Project Key


DEV

Default Priority ID

1


UI settings

Busy UI

 BusyUI


⊙

Fill UI

 Text

⊙


Feedback Form

 IssueForm

⊙


UI Objects

Title Input

 SummaryField (InputField)


⊙

Description Input

 DescriptionField (InputField)

⊙

Issue Types Dropdown

 IssueTypeDropdown (Dropd

⊙

Log settings

Log Active

☒

Log In Custom File

☐

Log File Path

Init Log Message

Changeme

Debug Log

☒

Include Warnings

☒

Take Screenshot

☒

Optional settings:

Log Active:

Enable/disable sending the log each time that a new issue is created.

Log in Custom File:

Enable/disable custom file path for the log.

Log File Path:

The path for the custom log.

Init Log Message:

A text to be printed in the log each time the game runs.

Debug Log:

Print in the log the `Debug.Log();`

Include Warnings:

Print in the log any warning.

Take Screenshot:

Take a screenshot at the moment the "Send" Issue button is clicked.

For more information, please visit:

<https://unrealbyte.atlassian.net/wiki/spaces/EJ>

**If you have any question or comment please contact us:
support@unrealbyte.com**

Or open an issue in GitHub:

<https://github.com/UnrealByteGames/Easy-Jira/issues>