



FINISH YOUR GAME!

1. Quick Start
2. Landmarks
 - a. Details/Tags
 - b. Normal Tasks
 - c. Sticky Tasks
 - d. Arrange
 - e. Gallery
3. Atlas Mode (The Killer Feature)
4. 2D vs 3D mode
5. Roadmap
6. Contact ShrinkRay Entertainment

QUICKSTART

1. Install the Asset off the Asset Store
2. After a quick recompile, you should see this icon on your Sceneview



3. Open the menu at Window > Task Atlas > Landmark Editor
4. A window will open, dock it as you please.
5. Position yourself to an area you're working on in the Scene
6. Now hit "New Landmark"
7. The new Landmark has a screenshot of your view and the name defaults as your 3D World Position, let's fix that!
8. Press "Details" button
9. Change the Name here, and add a quick description
10. Change the Landmark Gizmo Color (this shows up in your Sceneview).
11. Adjust the "Fade Distance" of the label to your liking, or click the toggle button "Fade with Distance" and the label will always be visible.
12. Click "Tasks" at the top bar
13. Click "New Task"
14. Give it a name, due date, add subtasks and color
15. In the Scene, position yourself where this task would be most relevant
16. Press "Add to Scene", and the Task will now appear as a Sticky Task on the Scene!
17. More options appear in the Landmark Editor, adjust the size and even set a Fade Distance for the task so that it will auto-hide when you're not close to it.
18. Click "Move Sticky Task in Scene" to adjust the position similar to a Game Object
19. Add an Auto Timer to keep track of how long each task has been worked on.
20. Click "Show Time Ball" to see the proximity that the Sticky Task will track you
21. When you get several tasks, click "Arrange" to reorder them, delete them, or move/copy them to a different Landmark.
22. Once you add a few Landmarks and Tasks, hit the "Atlas" button.
23. *Finish your game!*

Landmarks

When you build out your world, what you are really doing is building out points of interest one by one. In Task Atlas, this is called a Landmark. Landmark's will show up on the Atlas Mode and also as a Label overlaid on the SceneView.

A Landmark might be as simple as an position you want to bookmark for quick travel, and otherwise not set up too many details.

But a Landmark can be far more useful than that!

You can catagorize a Landmark with Tags, add Tasks which can also be seen in the SceneView (if you choose) and visible in the Atlas Mode.

The idea is to not be overwhelmingly complex, you shouldn't spend more time in a Project Manager than the project itself! And having all this right inside the Unity Editor means it's real time (no more outdated screenshots...)

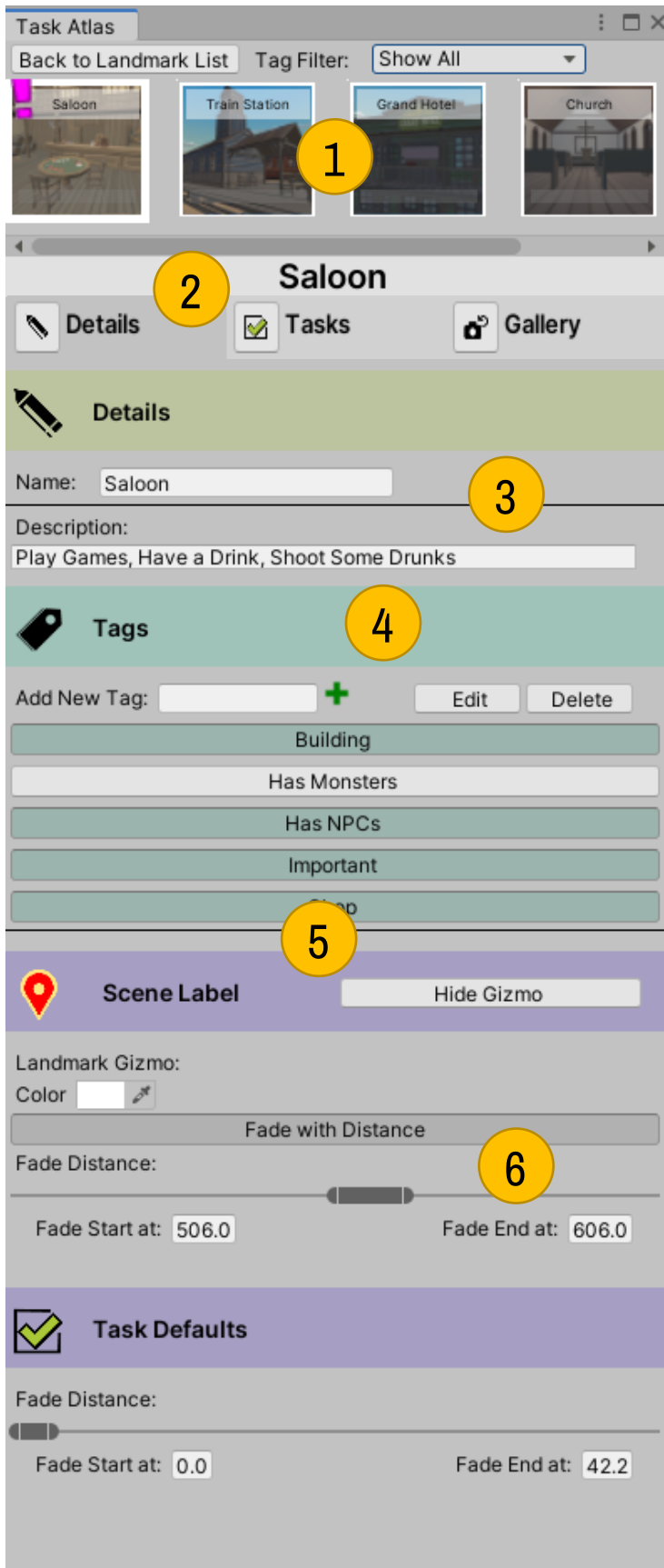
Let's review the main features in detail!

Landmarks – Landmark Viewer



1. Add a new Landmark!
2. Sort by Distance / Alphabetical / Creation Date or manually order your landmarks. Use Tag Filter to show only certain Landmarks. Hide Landmark Labels, Timeball Gizmos, and Sticky Tasks.
3. Screenshot of the Landmark, click this to teleport there!
4. Quick Options:
 - a. **Details:** Edit name, tags, color, etc.
 - b. **Tasks:** Manage Tasks inside this Landmark
 - c. **Gallery:** Keep a collection of reference images here
 - d. **Refresh Image:** Made lots of changes? Just hit Refresh for a current view at original location.
 - e. **Reposition Here:** Will reposition the Landmark to exactly what you're looking at in the SceneView
 - f. **Delete:** This will only delete the Landmark if it's EMPTY of tasks, and will ask you to move/delete Tasks before it works.
5. Some quick stats of the Tasks inside this Landmark as well as a Description.

Landmarks – Details / Tags



1. Landmark carousel, click once to switch which Landmark you are editing, or if you click the Landmark you ARE editing (the border is thicker!) then you will teleport to the location.
2. Tabs within the Landmark
3. Give it a name, basic description.
4. It features a sophisticated Tag Editor which allows you to Add / Rename / Remove tags. Tags are universal for all Landmarks. A Tag is enabled when it is pressed down, and will then also show up on the main Landmark List.
5. Scene Labels are a nifty way to keep orientated in your world with a transparent label for each Landmark that can optionally fade away the further away you are from it.
6. The Task Defaults are the default settings used when creating a New Task, more options will be added here in the future.

Edit Tags



Easily rename your tags. You cannot manually sort the tags (at least in this version), it will always sort them in Alphabetical order (so if you want to force something to the beginning or end, perhaps consider prefixing it with an A or Z or numerical)

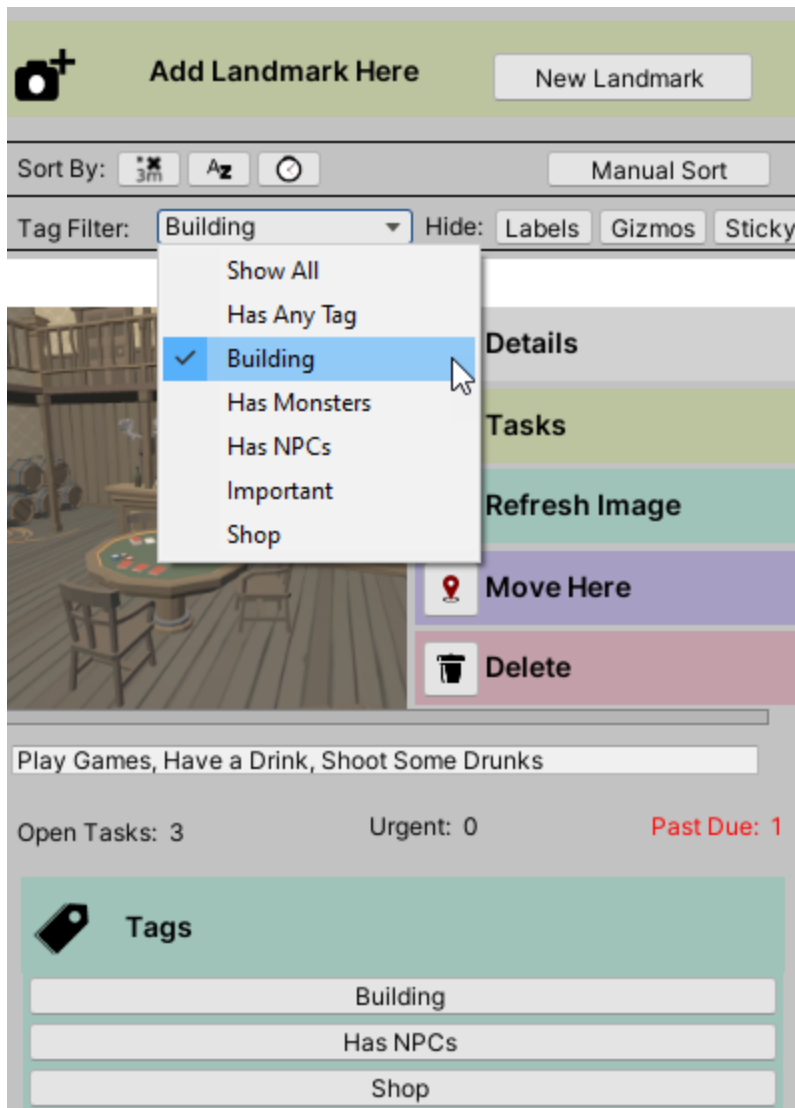
Delete Tags



Permanently Delete a Tag.

Remember that Tag's are UNIVERSAL across every Landmark in your Scene. You aren't deleting the tag just in this Landmark, any other Landmark that had this tag will no longer have it as well. You'll get a warning message before deletion to confirm.

Filter By Tag



As long as you have some Tags added and actually enabled for certain landmarks, you can then use the filter to get where you need to, *now*.

- Show All: will show everything, tag or not.
- Has Any Tag: will only show landmarks that have SOME SORT OF TAG. It will exclude Landmarks that are tagless.
- You can select multiple tags in this filter.

Landmarks – Normal Tasks

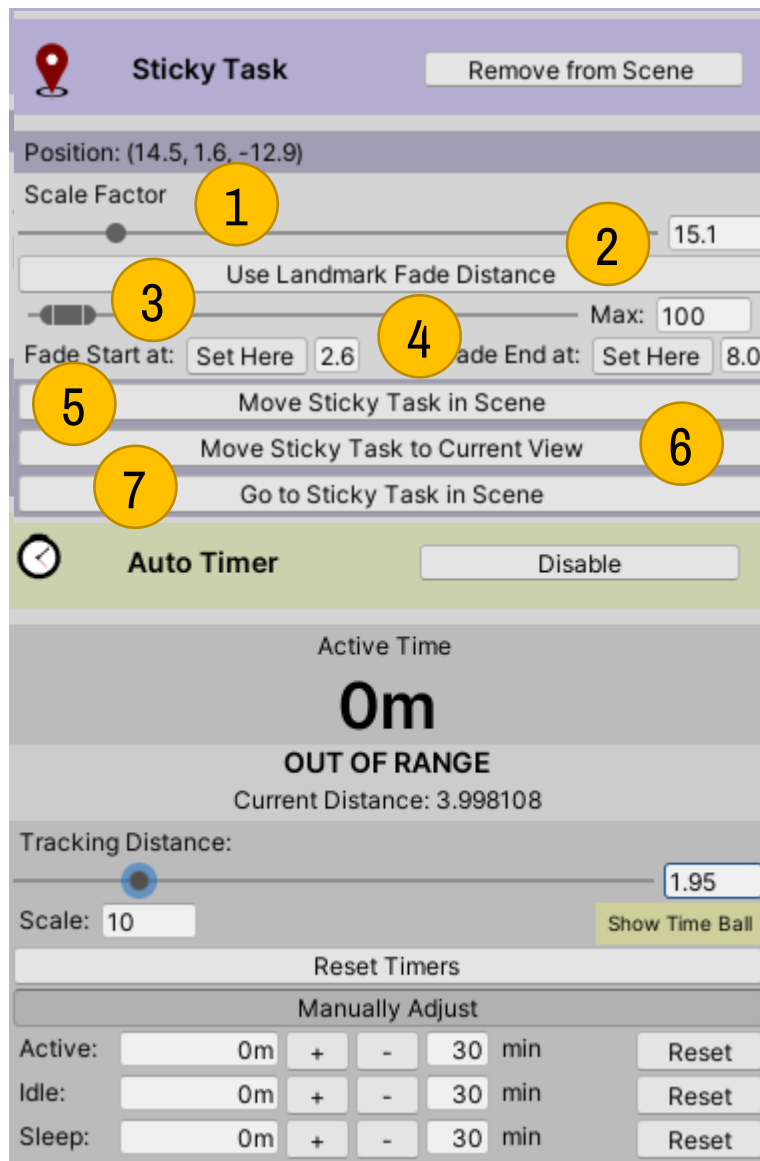
The image shows a 'New Task' form with various input fields and buttons. Numbered landmarks are placed over specific elements:

- 1. Progress Bar (slider)
- 2. Color (dropdown)
- 3. Stage (dropdown)
- 4. Priority (dropdown)
- 5. Task Name (text input)
- 6. Due Date (calendar icon)
- 7. Subtasks (checkbox icon)
- 8. Sticky Task (location pin icon)
- 9. Delete (trash icon)

1. Progress Bar: Manually set the % completed, this can be automatically set if Subtasks have Auto-Progress bar set.
2. Color: Change the header color
3. Stage: Set to Planned / Active / Testing / Complete
4. Progress: Set to None / Low / Medium / High / Urgent (will trigger alert if Urgent)
5. Task Name: Main objective
6. Due Date: Set a due date (will trigger alert if past due)
7. Subtasks: simple one-liner checklist of things needed to do before this whole task is complete. Try Auto-Progress here.
8. Sticky Task: Adds this Task to the Scene! More on this below.
9. Delete: Permanently removes.

Normal tasks can be useful for things that aren't visual, perhaps listing bugs to fix or features to add. They will be listed in Atlas mode but not visualized on the Scene since they won't have a world space location.

Landmarks – Sticky Tasks (Landmark Editor Window)

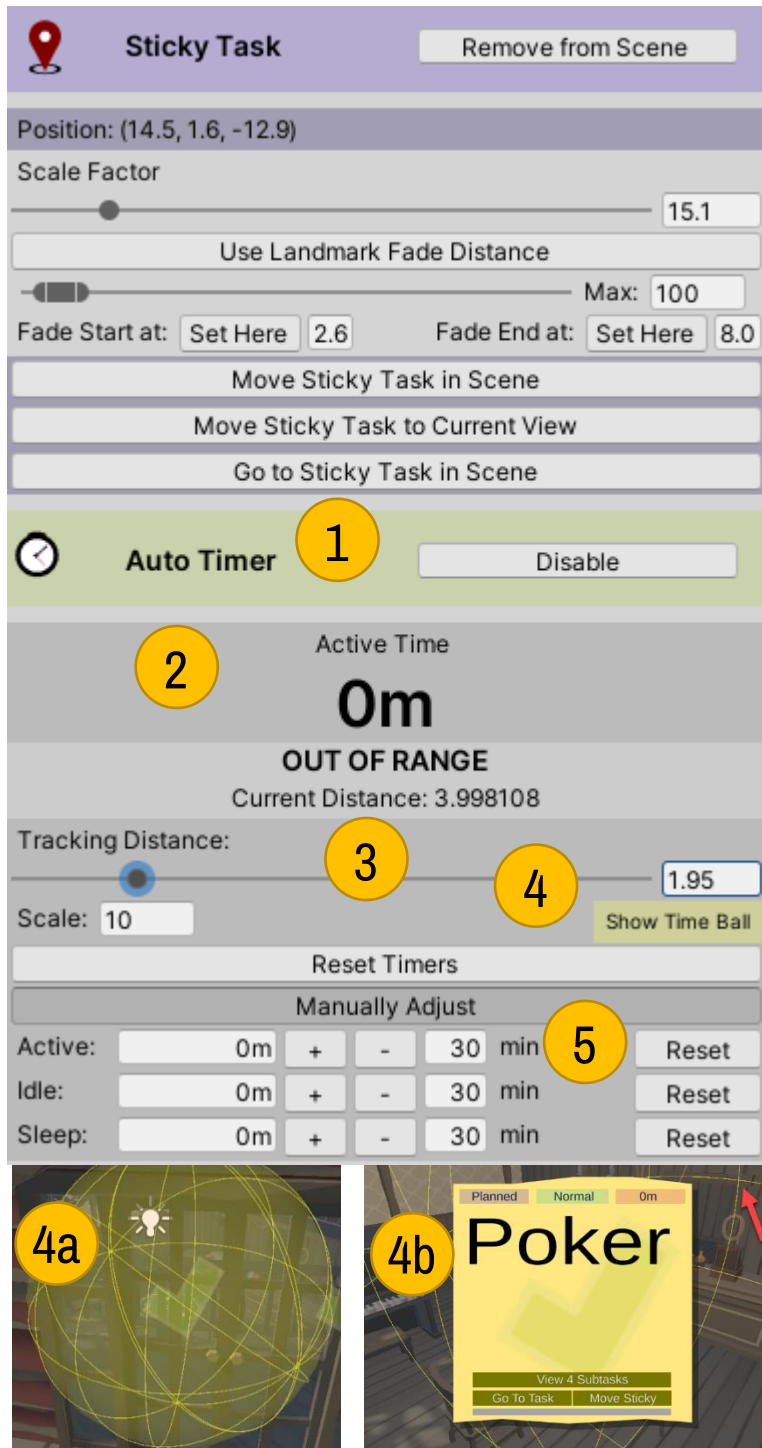


1. Scale Factor: How big should this Sticky Task show up in the Scene in World Units?
2. Use Landmark Fade Distance: for convenience, you could set every Task within this landmark to appear and disappear at the same distances controlled inside the Landmark "Details" tab. Untoggle this to set a custom value.
3. Fade Distance Min/Max Slider
4. Set Here: use these buttons to set the Start or End distances to your exact distance in the Scene View to the Task. For example, if you want the Task to disappear once leaving the interior of a building, go to the wall and "Set Here" on the End point. Or, you may want the Task to disappear when you get close up to an object you're manipulating, if so go to where you want the Task to go away and "Set Here" on the Start.
5. Move Sticky Task in Scene: Activates "Move Mode" on the Sticky Task. Click this and then look at the Scene View. Move as desired then press this button again.

6. Move Sticky Task to Current View: Will move the Task to your exact Scene View position.
7. Go to Sticky Task in Scene: Will teleport you in front of the task in the Scene View.

NOTE: "Remove from Scene" does NOT delete this information and can be a convenient way to hide a Sticky Task if you don't want to visualize it at the moment.

Landmarks – Sticky Tasks (Landmark Editor Window)

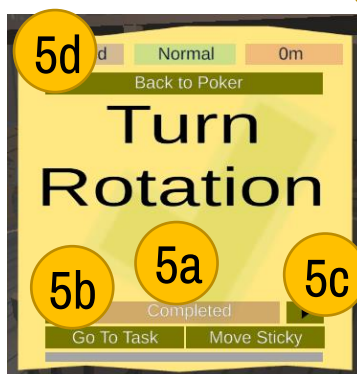


1. Auto Timer: Keep track of time spent working on this task! Will measure your position in world space and count how many minutes you're within range of the Task. This is a smart function, will set to Idle if no movement in 15min and Sleep if none in 60 minutes.
2. Active Time Stats: This updates once per minute (for performance reasons) and will let you know if you're currently in range.
3. Tracking Distance: How many Units will be considered "in range"? Use the Scale box to input the max range (min is always zero) which is convenient if your task is close quarters or a vast area.
4. Show Time Ball: Since time tracking is measured by a scalar distance away from the task, this can be visualized as a Sphere. Has a cool animation. Color is controlled by the Task Color
 - a. When outside, you will see the ball colored in.
 - b. When inside, the shading is gone.
5. If the Auto Timer is off, you can manually fix any time here, or completely reset everything.

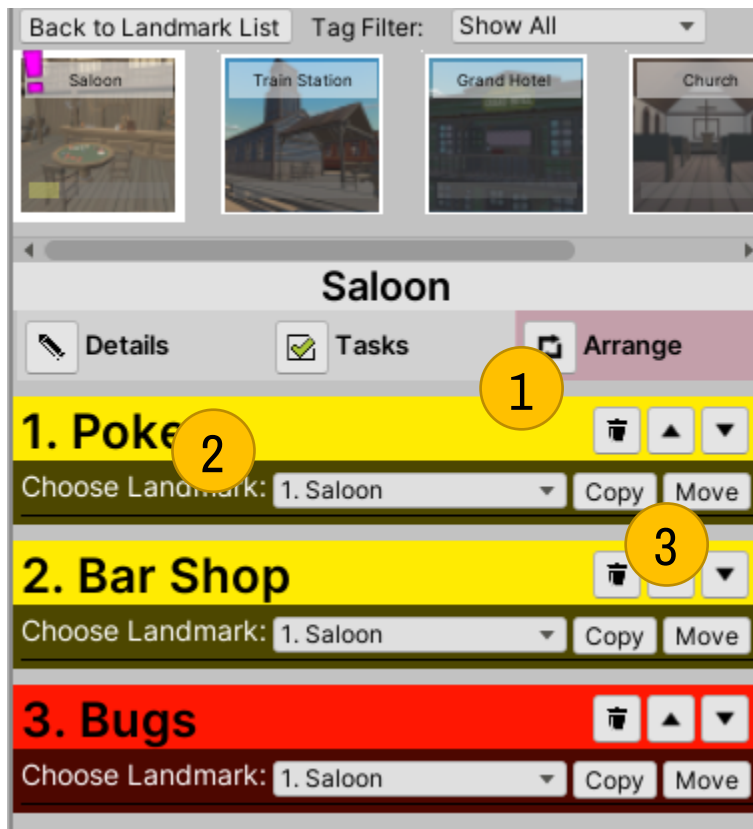
Landmarks – Sticky Tasks (Scene View)



1. Stage Notice (read only)
2. Priority Notice (read only)
3. Active Time (read only, requires Auto-Timer to be enabled)
4. Task Name (read only)
5. View Subtasks: Only shows if Subtasks exist. Click this to switch to Subtask mode!
 - a. Subtask Name (read only)
 - b. Completed: click this to toggle if this subtask is finished or not.
 - c. Arrows: cycles between subtasks
 - d. Back to: returns to the Task view.
6. Go to Task: opens Landmark Editor to exact location of this Task.
7. Move Sticky: enables "Move Mode"
 - a. Movement: the Sticky Task goes almost completely transparent, use the Transform arrows to reposition to your liking then disable this mode by clicking "Move Sticky" again.
8. Progress Bar (read only)



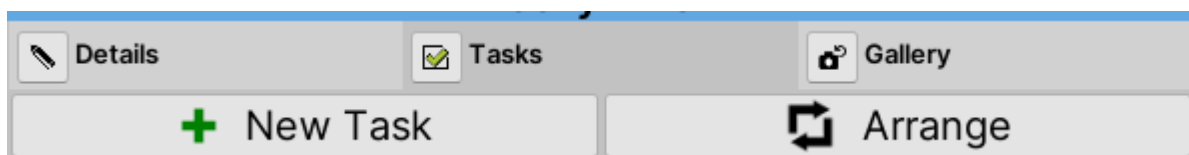
Arrange Tasks



1. Delete/Order: Trash can will delete Task permanently, or use the Arrow buttons to push it up or down.
2. Select a destination Landmark for the next two buttons...
3. Copy to the destination or Move to the destination.

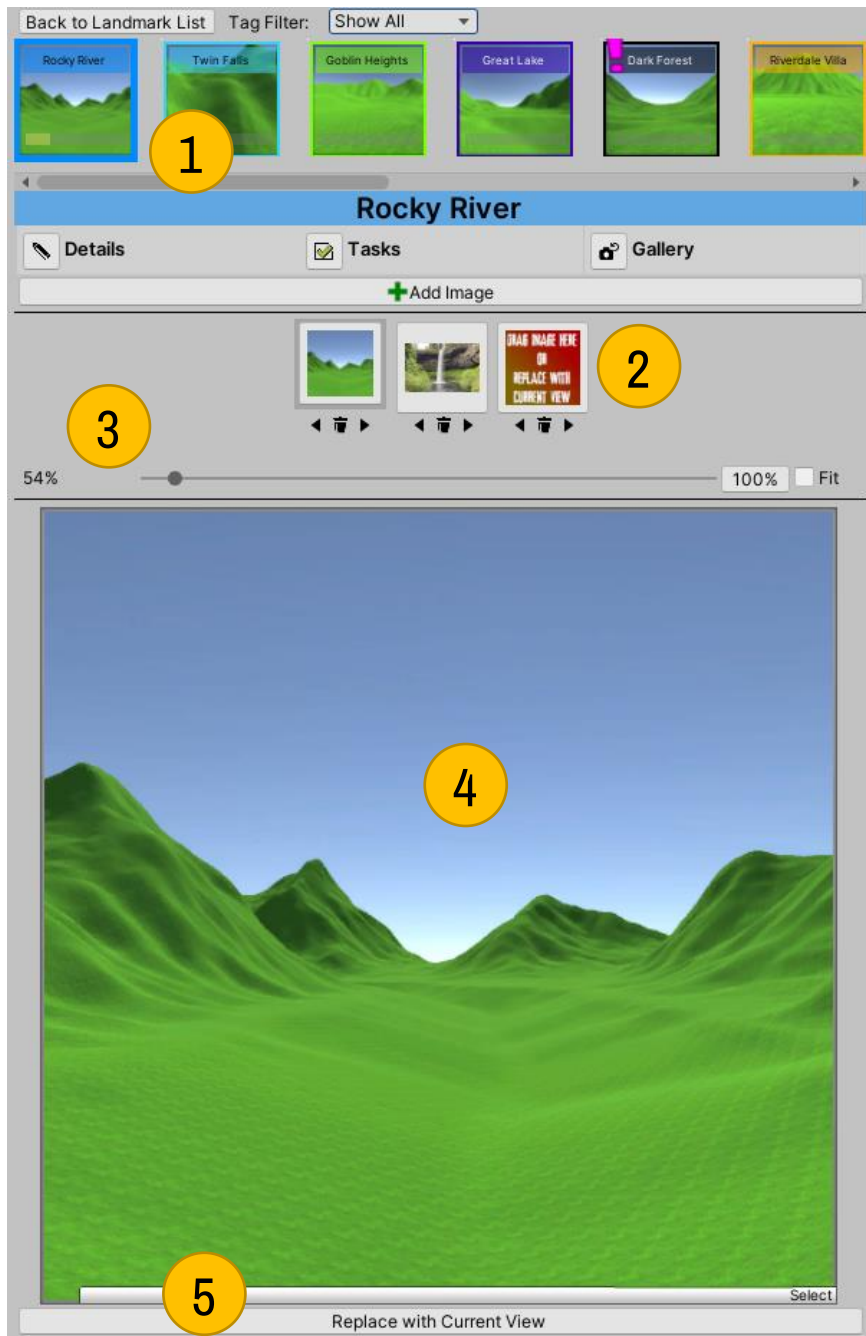
It should be noted that if you Copy to the same Landmark that the task is currently in, it will DUPLICATE the task.

Funny enough, I first thought of this as a bug, but kept it in as a feature since it's a pretty convenient way to "template" a task that may be similar in scope.



Update: with the addition of the "Gallery", the Arrange button has been moved inside the Task tab.

Landmarks – Gallery



1. Add Image: Adds a new slot to the image gallery
2. Select/Sort: Click to make active image. Use controls on the bottom to shift left or right or remove the slot from the gallery. Note that this does NOT delete the image itself, it remains in your project folders wherever they were.
3. Sizing/Position: Scale the image and scroll to the perfect view, these settings are saved per image slot so framing an image will be persistent!
4. Image: Standard Unity image tool, you can drag an image on top of it or select from your project folders.
5. Replace with Current View: This will create a screenshot of your current Scene and place it in this image slot. Use this to chronicle your progress or identify issues for later.

Atlas Mode

At last, the *KILLER FEATURE* of Task Atlas! This is what makes it more than just another Task Manager but a revolutionary way to keep track of your growing world.

Now that you have some Landmarks and a few Tasks created, it's time to see the whole thing at once! Click this magic little button on the top-right of your screen:



And behold! The next page, we'll take a deep dive...



Atlas Mode (Landmark View)



1. Atlas Toggle: Task Atlas will remember your exact position before you entered Atlas Mode and will teleport you back there upon exit. This is a smart function that will find the nearest vantage point relative to your initial position.
NOTE: You can rotate your view freely, however if you start moving your position too much it will automatically EXIT Atlas mode.
2. Rotation and Zoom: will rotate in 45deg angles around the currently selected Landmark, or allow 50 levels of zooming in or out. NOTE: In the current version these buttons are replaced by a SLIDER so zooming is MUCH easier. The Landmark in the exact center is the selected Landmark.
3. Landmark Pin: shows progress, name, and also has an alert indicator.
 - a. You can select other Pins simply by clicking them.
 - b. Clicking the SAME Pin will enter Task view!

Tip: Clicking Landmark Image in the Landmark Editor while in Atlas Mode will select the Atlas Pin instead of teleport you to the Landmark Position!

Atlas Mode (Task View)



1. Title: Click on the Thumbnail to Teleport (exits Atlas Mode)
2. Zoom: change zoom level, perspective is always Top Down in Task View
3. Exit Task View: Back to Landmark View
4. Stats: What's left to do? Any alerts?
5. Stickies: Lists all Sticky Tasks in this Landmark, click the name to select.
6. Virtual: These are the tasks that exist only in the Landmark Editor. Click the task to open the Editor exactly to the place of this task.
7. Sticky Task: Shows progress, name, and alerts.
 - a. Check Icon: Opens Landmark Editor to the place of this task.
 - b. Pin Icon: Teleport in front of this Sticky Task (exits Atlas Mode)

2D vs 3D Perspective Mode

Adapting this system to 2D mode presents a few reconsiderations on how a few systems work. Mostly everything is the same except for a few notable changes:

- Stickies: Whereas 3D mode I can scale the Sticky based on your 3D proximity, in the flat world of 2D it became strange putting the task at a “depth” because then it requires you to scale your game view just to read the task. How I solved this is twofold. First, the “depth” is dependent on where you captured your landmark, so it’s “full size” will always be between 20% of the zoom level of the landmark (make one then zoom in and out to see what I mean). Secondly, the Sticky only goes to 100% size when you center it on your view. Best practice is to put the Sticky a bit off to the side of where you’re working and then you can just move your view to the left or right to make updates to it.
- Labels: In 3D mode the labels only appear when you’re looking at them from a distance, but that makes no sense in 2D. So I implemented a corner view system so that it shows you which direction you’ll have to pan your view to arrive at your label. Don’t forget you can either choose to have these fade with distance or always show.
- Atlas: Much the same, but now it zooms against a flat plane so rotation options aren’t available.

I want to emphasize that 2D and 3D modes are *not exclusive* and can exist within the same project! In fact, clicking the Landmark’s image will automatically switch you from the captured settings for each mode at the time of Landmark creation. This way if you ever need to flip between the perspectives, you can actually bookmark where all your 3d objects reside and no longer have to deal with Unity repositioning you when you flip modes. Not sure how common this practice is, but I think it’s pretty neat!

3D ISOMETRIC MODE IS COMING SOON

Roadmap

This asset is my obsession, it is the one single asset that I wished existed that never did, so I had no choice but to make it. I'm excited you are on this journey with me, and I assure you this is only the beginning.

Purchasing this asset gives you endless updates as they come, and here is a few enhancements that are currently on my mind.

Please note, that my NUMBER ONE PRIORITY is to kill bugs ASAP, so this roadmap can easily be delayed if I need to spend a week or two fixing an issue. But rest assured, the following will eventually become a staple part of Task Atlas.

1. 3d Orthogonal Mode: This mode requires handling the camera slightly differently, but ultimately shouldn't be too hard to implement.
2. 2d Mode: Complete!
3. Reports: CSV Export will be available in the next update, however I'm also exploring the idea of having a realtime dashboard directly inside Unity. This probably will happen eventually, but isn't my next priority.
4. Multi-Scene: At the moment only Single-Scene type worlds are fully supported. Multi-scene *might* work but I have *not* done extensive testing on this. If you are working on such a project, please let me know as I would like to ask a few questions on your workflow.
5. Inspiration: I think it would be awesome to have a few inspiring quotes randomly placed inbetween your tasks. Of course, if you think this is dumb you will be allowed to disable it.
6. Realtime Help: not quite sure how to implement this or if I will, but I think it would be nice to be able to click a button and have snippets of this manual simply pop up inside the Landmark Editor.
7. Your Ideas: I'm ABSOLUTELY excited to hear from you. Tell me about what you're making, and what I can do to help you *FINISH YOUR GAME*..

There are a few Unity Assets I'm thinking about integrating with, however. Stay tuned.

Contact ShrinkRay Entertainment

I would LOVE to hear from you!

First of all, if you are enjoying Task Atlas, please spend 2 minutes and write a review.

However, if something is wrong, do not write a review until you speak to me first. You will find I'm not only quick to respond, I'm excited to help.

Your best bet is my email:

shrinkrayentertainment@gmail.com

I monitor this constantly, and try to respond in less than 24 hours.

If Task Atlas helped you *FINISH YOUR GAME* please let me know! *I want to make a list!*