OrganiZer Documentation

v0.5.2

Thanks for helping test **OrganiZer**!

This tool is part of my undergraduate thesis, meant to evaluate how helpful in-engine productivity tools can be to a developer. To achieve this objective, your feedback is very important. A Google Form will be available until the 6th of June with but a few questions about your experience using **OrganiZer**. If you can spare the time, please, make sure to fill the form before it expires!

OrganiZer is composed of 4 main features which are further explained in the following pages:

- A Task Board tab for your Kanban/Scrum needs
- A Pipeline tab to record steps you need to repeat during your workflow
- A Pomodoro Timer tab to control your work/rest flow
- A Notes tab to type down important things you'll need to remember later

You can start using **OrganiZer** by opening the tool at "Tools > OrganiZer".

Remember: this tool's interface is designed to be used either as a floating window or docked in the same space as the Scene and Game tabs in Unity's default UI layout. As of this time, there is no support for docking in other spaces.

Task Board

This feature works mostly as expected: you can create and name columns, then create and manage tasks which are organized inside the columns. It was designed to be able to function both as a Kanban or Scrum board.

Features:

- Columns can currently only be moved around by editing their index (starting from 0), but you can freely drag-and-drop tasks by clicking on the darker bar above them to move them from one column to another and to reorganize them inside a column.

- Approaching the mouse cursor to the edges of the window rolls the scroll bar towards that direction, both while you are dragging a task and not.

- While editing a task, you can type down a description and observation about it.

Planned features:

- Tasks will soon also have a space for a checkbox-style list of steps to complete. I had to cut this feature from my plans temporarily in order to deliver the tool for testing on time.

- Assigning (colored) tags to tasks.

Known bugs/issues/limitations:

- The Task board is currently only functional for the individual. I'm still investigating ways to make the board share-able among the dev team, but due to the way the current save system works and the "not-real-time" nature of git repositories, it currently seems like this isn't a possibility.

- Unity's GUI only updates if there is user activity inside it. For the task board, this means that having your mouse cursor stand still near the edges of the window will not roll the scroll bar. Please, note that you need to keep your cursor moving near the edge for as long as you want to scroll that way. I haven't found a way to circumvent this, and I'm beginning to think that's not possible as well.

Pipelines

This feature is a space in which you can take note of steps you need to repeat many times during your work. As an example, you can check back here to make sure you don't forget to change all those relevant setting of an assets every time you add a new one to your project.

Features:

- You can click either the title or body of a column to edit the pipeline.

- Approaching the mouse cursor to the edges of the window rolls the scroll bar towards that direction for easier navigation.

Planned features:

- Although low in the priority list, I do want to change a little bit the interface so that each step of the list is added as a separate line, instead of the single, big text area it is right now.

Known bugs/issues/limitations:

- None.

Pomodoro Timer

Keeping your head fresh and rested is important to keep your productivity high. This feature gives you a tool to help you manage quick rests between short work sessions, as per the Pomodoro technique.

Features:

- While the 25/5 work/rest ratio is the standard for this technique, you can customize your own sessions to better suit your individual flow.

- When finished, the timer pops up an alert to let you know the time's up.

Planned features:

- None

Known bugs/issues/limitations:

- While the time-up alert works, it has a couple limitations. Since Unity's GUI only updates if there is user activity inside it, the timer might seem stuck while you are working on another floating window/tab in Unity. But in the backstage, the timer is still running properly and will update when you hover the mouse over the tool.

- For the same reason, there is unfortunately no alerts when the time's up while your screen in focused on another window/software. It will still appear once you go back to Unity.

- The timer is also attached to a game object that is created in the hierarchy. Focusing the Scene tab or hierarchy should always update the timer to show the alert when it's over.

Notes

For most other needs that the other features don't account for, the Notes tab can be used to take note of anything you need to remember or do later. Right now, it works identically to the Pipelines feature.

Features:

- You can click either the title or body of a column to edit the note.

- Approaching the mouse cursor to the edges of the window rolls the scroll bar towards that direction for easier navigation.

Planned features:

- None.

Known bugs/issues/limitations:

- None.

Other observations

- As of now, all data in **OrganiZer** are saved to and loaded from the Editor Preferences. Please, take extra care to not lose/clear all preferences. There are plans to include a backup feature in the form of a save file.

- Due to how Unity's built-in unsavedChanges system works, I had to make an adaptation to how it handles required fields. In case you try to save a task without filling in its name, for instance, the window will close, show a warning popup, and reopen the window. This is weird but intended. The same is valid for editing all other features.

- This tool is designed to be able to handle localization. Right now, this is not a priority though, and might not even get any localization except maybe for Brazilian Portuguese unless I get voluntary help and/or **OrganiZer** and localization prove to be worth the investment.

- During this testing phase, **OrganiZer** will remain a free tool, just as it will be for a while when it is finished and published to the Unity Asset Store. After that I will add a price tag to it, but those who got it for free in the UAS will be able to keep it. So, if you like **OrganiZer**, be sure to keep your eyes open for any news and updates.

- In case this tool proves to be worthwhile, after graduation I intend to have a standalone version of **OrganiZer** to be downloaded together with this in-engine tool for version 2.0. It will be built with Unity too and use the same save data so that everyone can use either or both versions as they deem convenient.

- That's all. Thanks again for taking **OrganiZer** for a testing run! :)

Contact

Feel free to contact me through my email (luizh_pc@hotmail.com) if you're looking for support or to give feedback. You can also find me at Discord (Zeke Lionhart#0740) which will more likely result in faster responses.