

Great for **2D** and **3D** projects!

# TASK ATLAS FINISH YOUR GAME

The most **ADVANCED**, **INTUITIVE**, and **FUN** way to keep your mind **ORGANIZED**, **FOCUSED**, and **READY FOR THE COMPETITION**.

Great for **LEVEL DESIGNERS**, **ARTISTS**, and **MANAGEMENT** to understand exactly how far along you are in each scene being designed.

- ♥ Innovative **ATLAS MODE** gives you a birds eye view of your scene
- ♥ **ON SCREEN LABELS** prevent you from getting lost in your own world – *the waterfall is 124m to the north of you...*
- ♥ Fully featured **TASK MANAGER** built in with subtasks, priorities, progress, etc.
- ♥ **STICKY TASKS** on the scene view with multiple themes and custom font support (*Sticky's are virtual they do NOT add game objects to the scene*)
- ♥ **REFERENCE GALLERY** to keep images within view to keep inspired and on track



ShrinkRay Entertainment

< Persp

Tag Filter: Mixed...

Show in SceneView: ☒ Labels ☒ Gizmos ☒ Sticky

Sticky Notes:

Background: Note Modern

Sticky Font: Scifi SDF (TMP\_FontAsset)

Lightship A



6%

Lightship A Interior



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# What is Task Atlas?

You have **GREAT IDEAS**, write them down!

Making a game, no matter what size or genre, is **A LOT OF WORK**. The hardest part is gluing all your big ideas together into one **SMOOTH, ENJOYABLE EXPERIENCE**. You need to record your *most inspiring thoughts* when you're in the zone, so that you can be inspired by them later when you feel unmotivated.

This is how Task Atlas will help you **FINISH YOUR GAME**.

*I know, I know..* isn't project management boring and tedious? *It was.* Now it's **FUN!**

**"A must-have asset for every game designer. For a reasonable price, it could free some space in your brain ... Probably the best to-do list plugin in asset store " – ch1ky3n**

*This isn't like anything you've experienced before.* This is a **LIVING TASK MANAGER** that breathes inside every scene you're building. Especially for larger worlds, getting around is a task itself. A simple bookmark tool might do the trick, but wouldn't it be so nice to see everything like a map? **ATLAS MODE** instantly puts you above it all, showing you pins where all your important areas are. Total spatial awareness!

Everything is designed to be as **INTUITIVE** as possible, but this guide will get you going quickly so you can get back to what you love: **MAKING YOUR GAME!**

# Quick Start

1. Install Task Atlas from the Asset Store via the Package Manager (you probably already did this...)
2. Open a Scene and a Task Atlas object is automatically created in the Hierarchy (it is set to “Editor Only” so it will not compile with builds)
3. Click “Open Landmark Editor”
  - a. Alternatively go Window > Shrinkray Entertainment > Task Atlas > Open Landmark Editor
4. For best experience I like to have it take up a full height column of space on the side of your Scene window, but place it anywhere you find comfortable.
5. Navigate around your scene to important areas that need work, and hit “New Landmark” at each place.
6. As you do this, each landmark is given it’s Vector3 coordinates as it’s name, that’s no good! Just click on the name and type in a better description (but keep it short, it’ll show up better in Atlas Mode if it’s concise)
7. Now you can zoom around the world by simply clicking the pictures. Nifty.
8. Now hit the little map icon near the top left of the scene view to experience Atlas Mode. Wow! Click the pins. Try the scroll bar to zoom in and out, and rotate with the green buttons above it.
9. ????
10. FINISH YOUR GAME!



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# 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!





Quick Sort or  
Manually Arrange  
Landmarks

Change appearance  
and font of Sticky  
Notes!

Select Color for  
Landmark (shows  
up in Atlas Mode)

Click to Teleport

Delete Landmark  
(you must delete all  
Tasks first!)

Click to Edit the  
Landmark Name

Location / Tags /  
Tasks / Gallery /  
Settings Selection

Enter most details  
in this area, Tasks  
also has a special  
mode, see below.

Filter Landmarks based on Tags!  
Very useful!

Tag Filter: 

Show All

✓ Show All

Has Any Tag

Bug Detected

Needs Polish

Interior

Exterior

Hide Scene Settings

✓ Sticky

FontAsset)

Hide Inactive Tags

Bug Detected

Needs Polish

Interior

Exterior

0%

Repair Ship Interior

Hide Inactive Tags

Bug Detected

Needs Polish

Interior

Exterior

0%

Add unlimited tags!

Active Tags highlighted with Landmark color

Quick and easy edit mode!

Save Tags

Cancel

Bug Detected

Needs Polish

Interior

Exterior

Exit Delete Mode

Bug Detected

Needs Polish

Interior

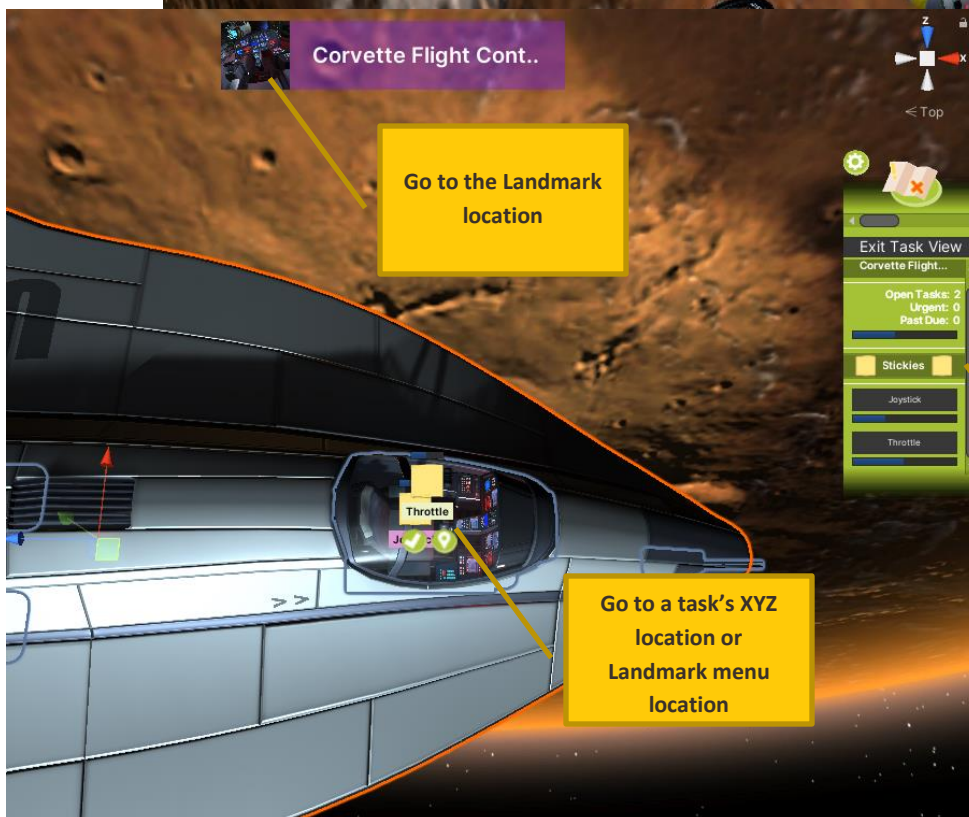
Exterior

Delete unneeded tags



# Atlas Mode

Imagine if you could jump above your world in an instance and see pins where all your landmarks are? You'll get a birds eye view of what needs more work in an instant!



# Tasks

*Keep track of what you've done, are doing, and want to do.*

What makes these **TASKS** unique is that they're contained within a **LANDMARK**. Think of the **LANDMARK** as a folder, and the **TASKS** as the files.

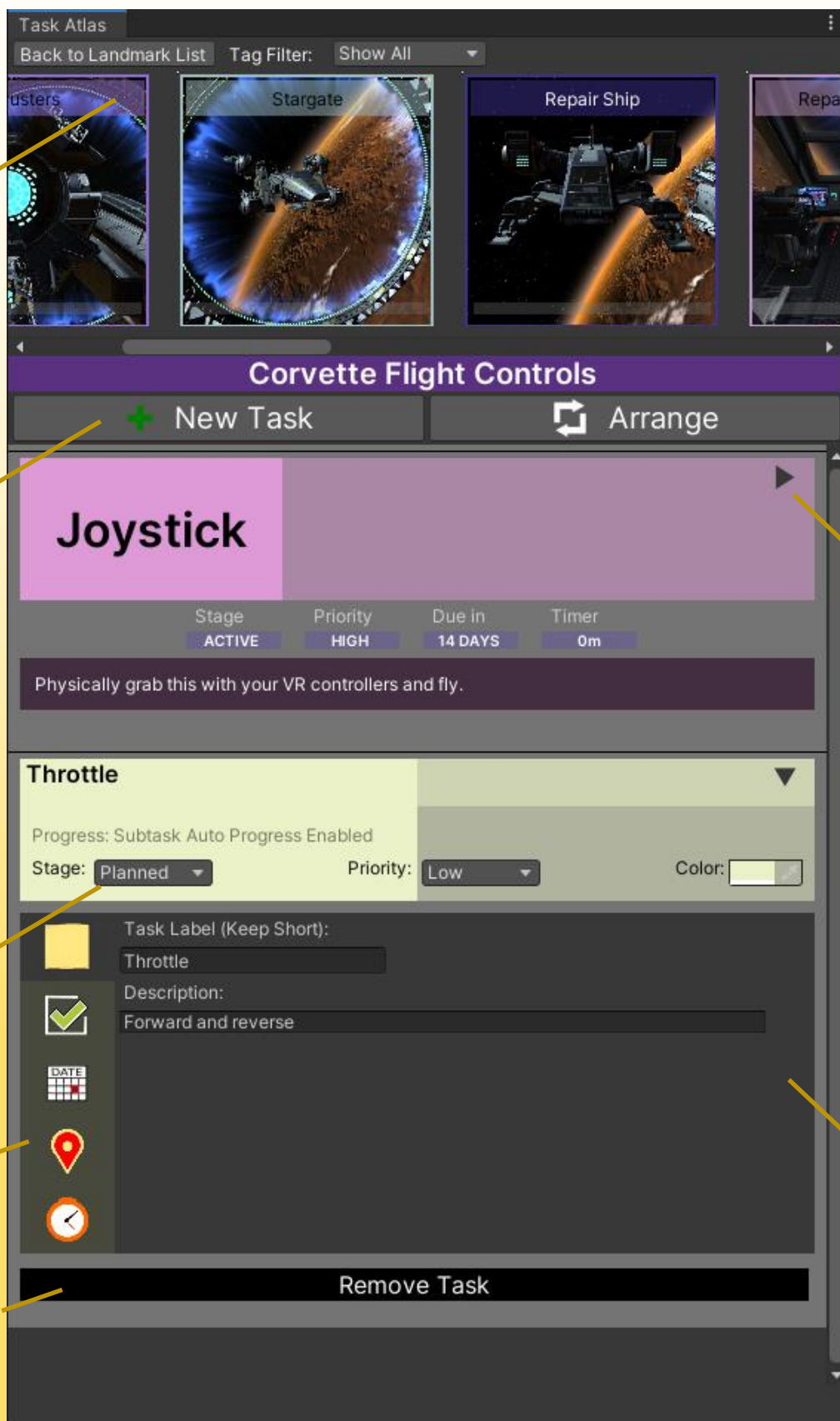
The concept is that you'll develop areas in your level, and each area has a plethora of tasks and subtasks needed to be completed.



Click the "Edit Tasks" button!

*Protip: You can also just click on a task and it'll zoom to that task in Edit Mode automatically, which is great when you have many!*





Mini Landmark selector, Tag Filter also works here

Add unlimited tasks, reorder them if needed.

Fold/Unfold for Compact/Detailed task view

Set Stage, Priority, Color and Progress

Description / SubTasks / Due Dates / Stickies / Time Tracking

Delete if no longer needed

Edit Details, see more on the next page

Name and Describe  
the Main Task

Task Label (Keep Short):  
Throttle

Description:  
Forward and reverse

DATE

List various minor  
tasks, Auto Progress  
will calc progress  
based on checks

Auto Progress

New Subtask

☐ Holding forward for a long time will accelerate

☒ Front buttons can be pressed

Full Calendar View  
for Due Dates!



Reset the position  
of Task to current  
Scene position

Go to the Sticky in  
the Scene View

Adjust the relative  
size of sticky,  
change Max if scale  
is too large.

Pop will auto  
hide/show based  
on relative distance

How close do you  
need to be to be  
tracked?

Shows a "Gizmo"  
sphere around the  
tracking area

Show/Hide Stickies

Hide Sticky Task

RESET Position: (-287.2, 187.2, -350.7) go

Scale Factor Max: 100

1.25

☐ Use Default Pop In/Out Distance

Fade Start at: Set Here 0.0

Fade End at: Set Here 10.0

Track time spent on  
this task!

Disable

Active Time

30m

OUT OF RANGE

Current Distance: 0

Tracking Distance: 3.58

Scale: 10

Reset Timers

Manually Adjust



# Sticky Tasks

Put notes all over your Scene! *These are all 100% virtual so they won't add Object Bloat or tie up extra memory.* You can view subtasks and mark complete. If you want to edit the task, just hit "Go to Task" and it'll zoom to the task in the Landmark Editor automatically.

In **2D MODE** a task grows to full size only when **CENTERED** on the screen.





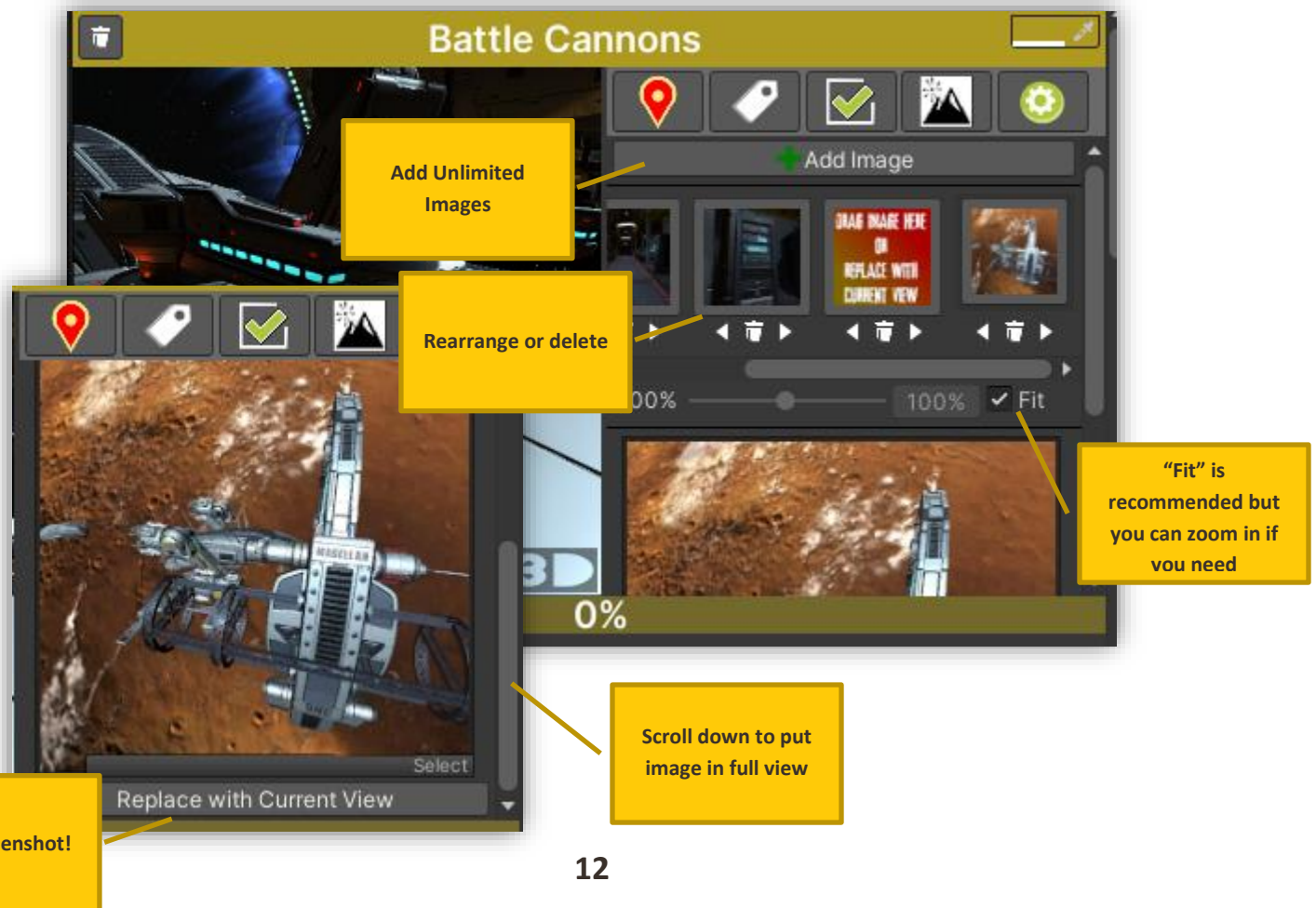
# Reference Gallery

Keep inspired by holding unlimited images within each landmark that might be relevant to what you're designing. A few ideas for what you can use this for:

- Import some real life photos to mimic in your game (what does a mountain river really look like?)
- Take screenshots within your scene to visually keep track of progress as your world grows

Note that these images are stored as actual images in your project so you can access them yourself. Simply drag images onto the spot, or hit "Replace with Current View" to take a screenshot.

A future release will expand on this idea and also allow these images to be viewed in the Scene View similar to how Stickies are shown.



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# World Class Support

Spot a bug, or have a big idea? Let me know at [shrinkrayentertainment@gmail.com](mailto:shrinkrayentertainment@gmail.com) or join our discord server at this link:

<https://discord.gg/kCWvkTax37>

[Please leave a rating here if you are enjoying this asset!](#)

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## Other Shrinkray Assets



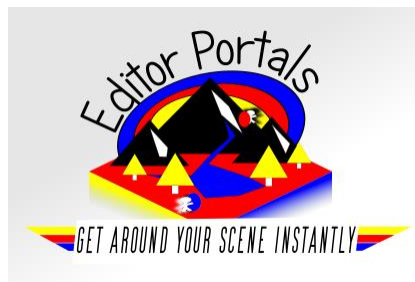
*Imagine hitting a single button and every setting in the object you've been working on, including all the children within it, is saved. Each save is time stamped and can be named. Unlimited permutations are allowed. Restore the old state by merely double clicking on it. After a few minutes the new workflow will feel effortless.*

[View in Unity Asset Store](#)



*Have you ever wanted to zoom to an GameObject only to have your trusty old F key send you millions of miles away from it? Next thing you know you're hitting Shift+W and eating a whole bag of chips before you finally get in front of the GameObject.*

[View in Unity Asset Store](#)



**SAVE TIME! OPEN A PORTAL INSIDE YOUR SCENE AND TELEPORT ACROSS THE ENTIRE TERRAIN!** Fly around your scene in a fast and fun way! If only you could just click where you want to go, and suddenly be there? Now you can! It's like Fast Travel for the Unity Editor.

[View in Unity Asset Store](#)