



Version 1.0

Thank you for downloading and installing Mighty DevOps!

This asset offers a lot for free, if you're finding it useful please consider returning the favor with a kind review on the Unity Asset Store. Thank you very much!

Welcome to MIGHTY DEVOPS — Your Ultimate Unity Companion

Congratulations on elevating your Unity development process! MIGHTY DEVOPS is more than just an asset; it's a revolution tailored for your Unity environment. With a commitment to continuous innovation, we're excited for you to experience the powerful suite of tools designed to streamline your project development.

Included in Your Core Package:

- **Scene Browser:** Swap scenes with ease. Dive into scene content with a powerful search functionality, all without the need to open them.
- **Mighty Map:** Gain new perspectives with an overhead mini-map, providing clarity and control over your Unity environment.
- **Mighty Landmarks:** Navigate your creativity with precision. Drop spatial bookmarks in your scenes and leap to them without second-guessing.
- **(Coming Soon) Mighty Screenshots:** Similar to Landmarks, but for capturing an image while playtesting.
- **(Coming Soon) Basic Users Module:** Stay tuned for the imminent release of Basic Users, enabling up to three collaborators to tag and highlight their contributions within your Unity projects.
- Also, we will continuously add new 'free' features to the core.

Keep Your Development MIGHTY: We're dedicated to your success and are just getting started. The core MIGHTY DEVOPS asset is the foundation upon which we will build a robust ecosystem of tools.

Stay connected, stay updated, and most importantly, stay MIGHTY!

Any Bugs? DO NOT HESITATE to email us at shrinkrayentertainment@gmail.com or join our [discord](#)!

CURRENT ROADMAP (as of Dec 2023):

We're hard at work developing premium modules that will redefine your Unity experience:

- **(Coming Soon) Mighty 3D.Debug.Log():** Bring your debug logs to life with in-scene spatial visualization, making troubleshooting as interactive as your game.
- **Mighty Tracking:** Visualize your object's journey through space and time with advanced tracking, directly in your Sceneview and Mighty Map.
- **Mighty Leap:** Prepare for an enhanced LEAP! integration, allowing seamless transitions within Mighty Maps. It will also continue to work stand-alone and be a free upgrade to existing users.
- **Mighty Tasks:** Introducing a state-of-the-art task management system, with a forthcoming AI-powered enhancement to supercharge your productivity.
- **Mighty Users:** A more robust and sophisticated User Management system that will be especially useful for the Mighty Tasks module (but not required) and allow for far more users.
- **API:** We plan to eventually make it really easy for you to hook into the system and make your own asset with Mighty DevOps as your base, either for internal purposes or perhaps you'd like to extend this asset with your own asset in the Unity Asset Store.
- **And more:** Mighty DevOps aspires to be the bespoke Go To Market suite that will quickly get you and your team "From Concept, to Conquest".

Getting Started

1. Initial Setup:

- Start a new Unity project.
- Import the MIGHTY DEVOPS asset. It's best to keep it in the original folder the package installs with.
- Access the magic through the Mighty Map window. Navigate to **Window > Mighty DevOps > Mighty Map** in the top menu.

2. Anchoring Your Scenes:

- When you enter or create a new scene, you'll be prompted to Anchor it.
- Anchoring adds a tiny, editor-only GameObject to your scene. This is crucial for data persistence, even after a "Save As" operation.
- Anchoring is optional. If there are scenes you prefer not to integrate with MIGHTY DEVOPS, simply skip the anchoring.

3. Exploring the Mighty Map:

- MIGHTY DEVOPS reindexes your scene each time it's opened.
- In the Project Browser, you'll find a list of all anchored scenes, complete with top-down map screenshots.
- Load scenes directly from here, search for specific GameObjects, and access module-specific features.

4. Utilizing Landmarks:

- Landmarks module, included in the core asset, enhances scene navigation.
- Access Landmarks through the side menu in the Mighty Map.
- To create a Landmark, position yourself in the Sceneview and hit the 'Add Landmark' button. A red circle marks the spot.
- Hover over a Landmark to see options: zoom in, delete, or edit details like a name or a brief description.

5. Future Enhancements:

- The initial release focuses on these core features, with settings options and additional Landmark functionalities to follow.
- Keep an eye on this guide for updates and new features as we expand MIGHTY DEVOPS.

Tour Guide

This part will be fleshed out more in future updates, so always check the manual with each update.

First thing I would do is check out the “Scene Browser”.

It should come shipped with the first two demoscenes already in the system. After we’re done, you can press the “X” button and remove them. Let’s keep them for now.

Click on the image of either the mighty_river or the mighty_island. This will bring us into the module details of the scene. Click “Load Scene”.

Now click Scene Data. It shows the same GameObjects as you might notice in the Hierarchy window. If you look carefully you’ll see a little search bar. Type “Camera”. Cool, right?

Now click on Landmarks. Pretty obvious here, simply click on the landmark and voila you transport there.

Ok, hit the white Back button near the top of the window.

Go to the other scene, go to the Landmarks again, now click the landmark. It’ll ask if you want to load the scene, say yes. Voila, you’re at that landmark inside the loaded scene.

Hit the square blue gem at the bottom left and resize the window. Now, hit the Green gem at the top of the Scene Browser window. Maximize! Nice. Hit the Green Gem again and it’ll return to it’s original size. More window abilities will be added with future versions of this asset.

Ok, hit the (small) red button and close the window.

If you look carefully at the Mighty Map, you’ll notice either red or green circles overlaying the topdown view. If you don’t see this, click and drag on the Mighty Map until you find one. If it’s Green, click it. If it’s red, hover over it.

This is a landmark! Click on it’s thumbnail image. Notice that the Landmark flipped into an input form? You can change the name and mark a breif description here. Keep it short and sweet, but it will extend with a scrollbar if you go long. Click back to flip it back into a landmark.

While hovering over a red landmark, you can then either click the bottom left button to transport there, or the “X” button to, obviously, delete the landmark.

You can easily create your own by clicking the pretty circular Add Landmark button at the bottom right. It’ll capture your exsisting sceneview position and rotation into the landmark. This version unfortunately you can’t “edit” the transform of the landmark, but this is on the roadmap to enhance, so for now just chill and wait for this feature in the future. At the moment you’d need to delete and recreate a landmark but, as I just said, I plan to have a better solution for this soon.

By the way, if you’re in the “mighty_rivers” scene and notice the green bordered landmarks? What’s happening here is they’re “clustering”, which is meant as an optimization strategy for large data. Clicking

on a green landmark will start a zooming algorithm that won't stop until the clicked Landmark turns red and thus declustered.

Ok, now go to your own scene. What should happen is the Mighty Map turns black asking if you'd like to Anchor the scene. Anchoring makes a hidden GameObject that allows Mighty DevOps to track your data (anchor it) to this scene. The beauty of it being a GameObject is that it follows you to a future scene. The landmarks (and future modules) will be able to then track your scene even if you make iterations of it. You might not want to anchor every scene you're working on, which is ok, just ignore this option and it won't be indexed.

Remember that Scene Data stuff we played with earlier? In the background we've been indexing your scene. To be sure, just close and reopen the Scene Browser window. You should see an object and polygon count now in the scene browser. Nice!

Notice the search bar above the scene list? Type "Bilbo"... "mighty_rivers" should only be shown. Now type "Frodo", and "mighty_island" will be the only scene. This is because I put an object named that in either scene. Type the name of one of your unique objects, it should show the scene we just anchored and indexed!

At the moment, this indexing happens whenever a scene is loaded, I made sure to stream the process so it should gradually grab all the data while you work on other things. This data is stored 100% locally in the scriptableobjects that run this system (MightyCoreData.asset if you are curious).

Many exciting features will be added to this project, so keep checking the store page often.

Admittedly, these demoscenes could use some work, but for version 1.0 they'll help!