

Lean Todo List

Lightweight yet feature-rich TODO List.

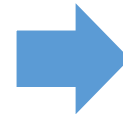
Section 1

- 1. **Auto** synchronize tasks from **Scripts**(cs/lua/js).
- 2. Add task from any **GameObject**(In Scene or Prefab) **one-click**.
- 3. Add task from any **Component** **one-click**.
- 4. Create **custom** task **manually**.

1. Auto synchronize tasks from Scripts(cs/lua/js).

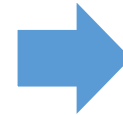
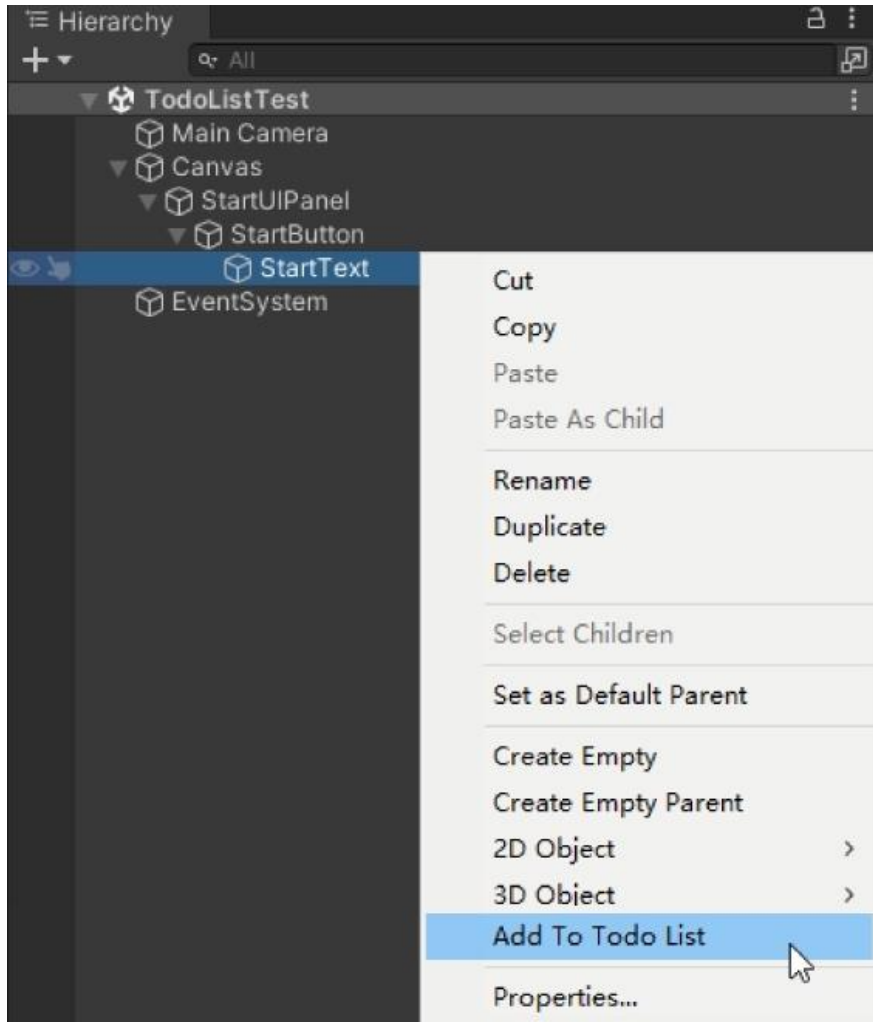
```
using UnityEngine;
Unity Script | 0 references
public class JackScript : MonoBehaviour
{
    0 references
    public void OnMessageHanle()
    {
        //JACK Processing message here..
        throw new System.NotImplementedException();
    }
    //JACK Other job1
    //JACK Other job2
    //TODO Common-Job1 in JackScript
    //TODO Common-Job2 in JackScript
}
```

```
using UnityEngine;
Unity Script (1 asset reference) | 0 references
public class PlayerEntity : MonoBehaviour
{
    [SerializeField]
    private GameObject bulletPrefab;
    Unity Message | 0 references
    private void OnEnable()
    {
        //TODO Instantiate bullet for player
    }
}
```



Lean Todo List			
Settings			
Fresh			
Task Description	Author	Name	Multi
q			
All			
All			
R			
Localization Support	StartText		x
Set Bullet Prefab	PlayerEntity		x
Publish RoadMap Version	Next Release		x
Processing message here..	JackScript.cs		16
Other job1	JackScript.cs		20
Other job2	JackScript.cs		22
Common-Job1 in JackScr	JackScript.cs		24
Common-Job2 in JackScr	JackScript.cs		26
Processing data here..	JohnScript.cs		15
Other job1	JohnScript.cs		19
Other job2	JohnScript.cs		21
Common-Job1 in JohnScr	JohnScript.cs		23
Instantiate bullet for playe	PlayerEntity.cs		15
Fresh game UI here..	TomScript.cs		14
Other job1	TomScript.cs		18
Other job2	TomScript.cs		20
Common-Job1 in TomScri	TomScript.cs		22
+			

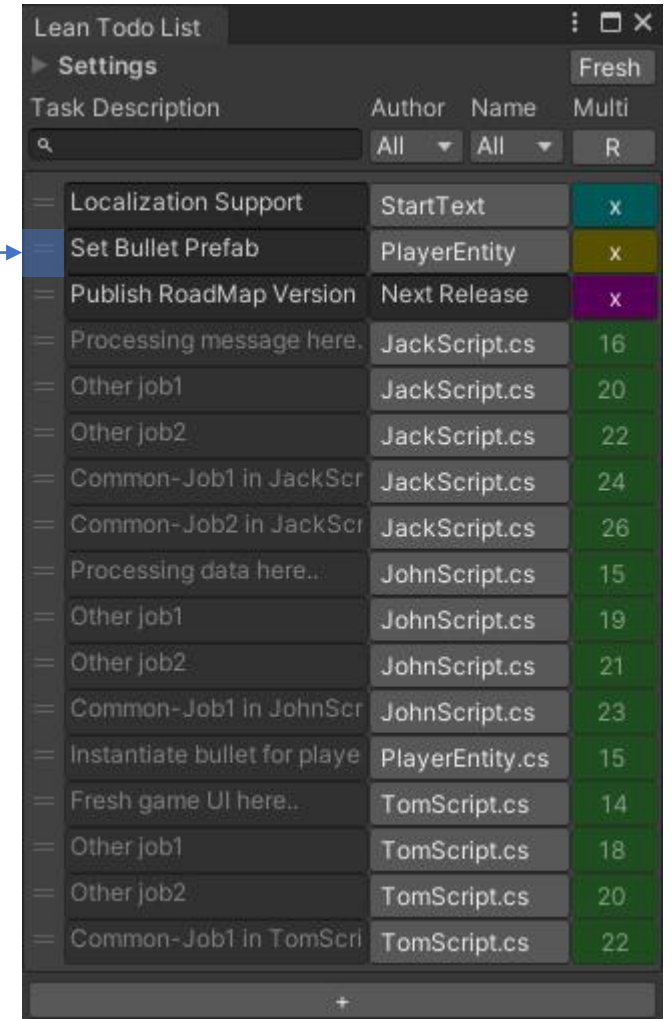
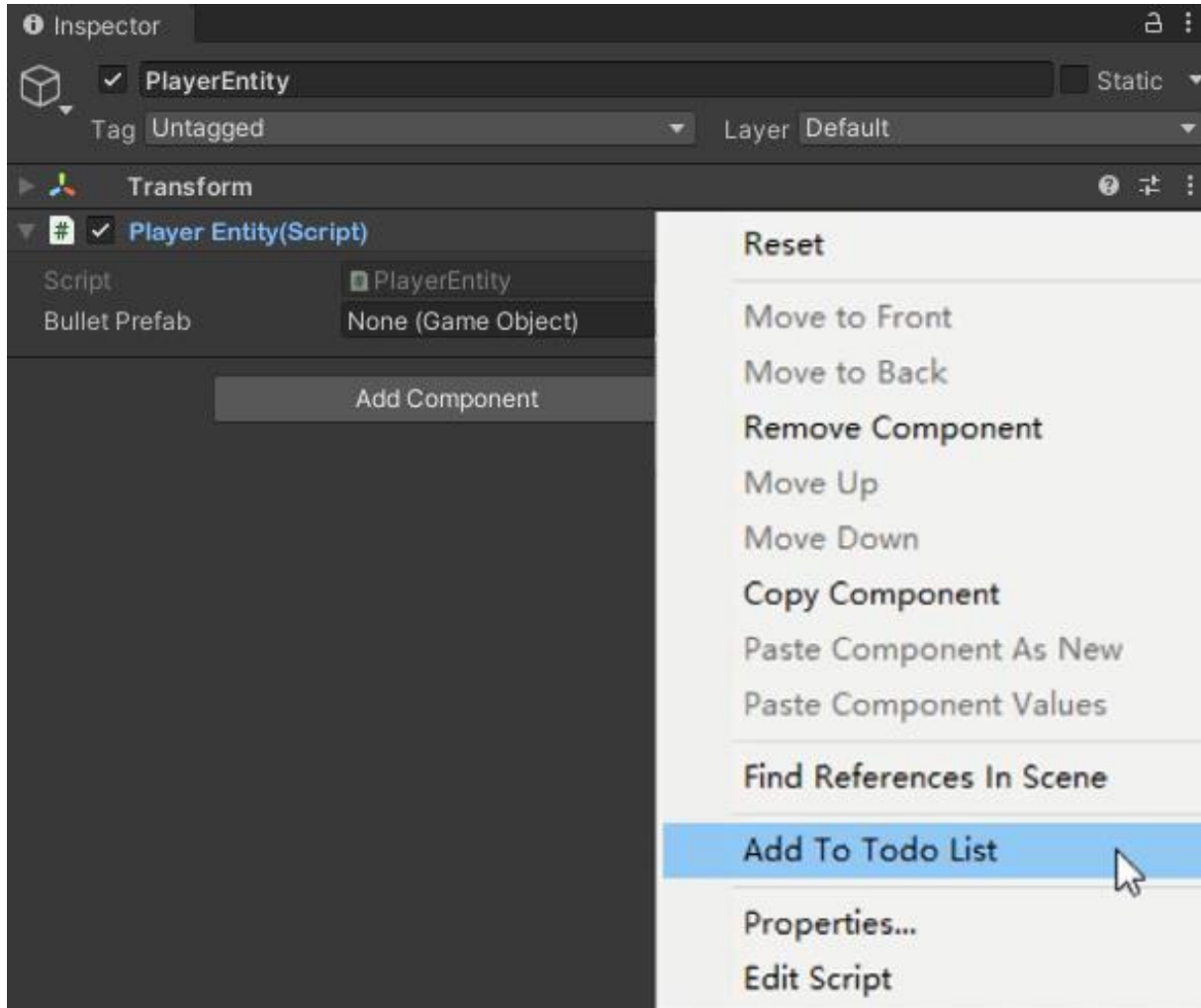
2. Add task from any **GameObject**(In Scene or Prefab) **one-click**.



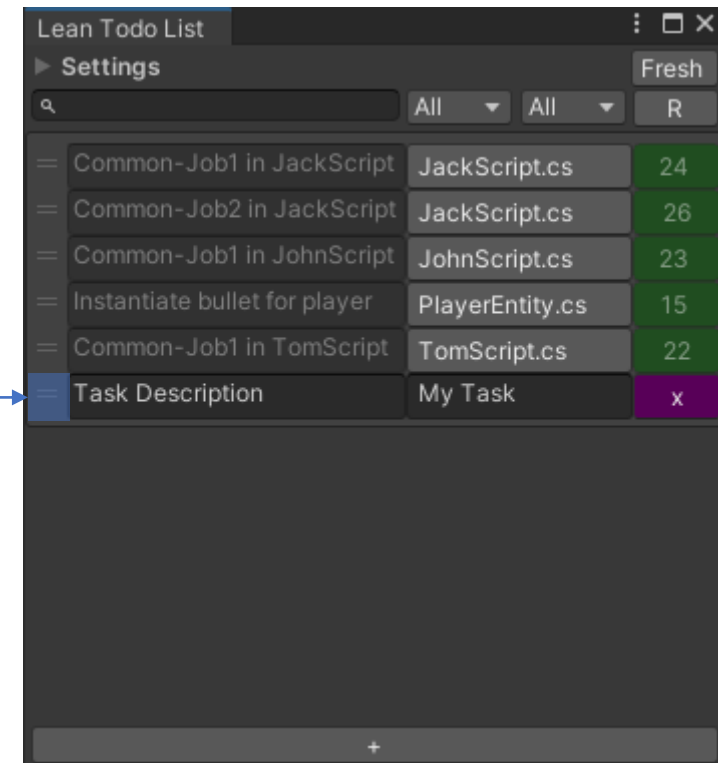
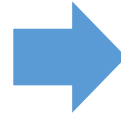
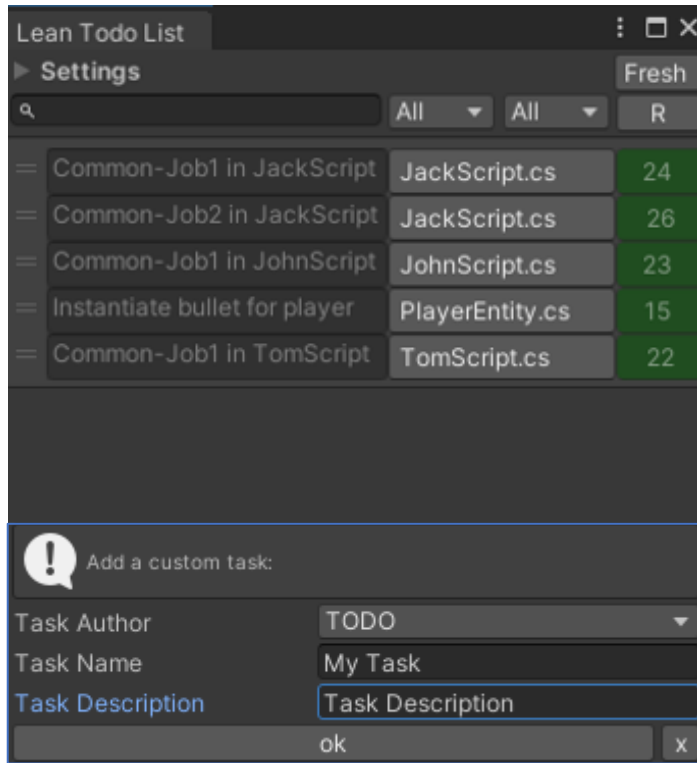
The screenshot shows the 'Lean Todo List' panel with a table of tasks. The table has columns for Task Description, Author, Name, and Multi. The 'Localization Support' task is highlighted, and its 'Multi' status is 'x'.

Task Description	Author	Name	Multi
Localization Support	StartText		x
Set Bullet Prefab	PlayerEntity		x
Publish RoadMap Version	Next Release		x
Processing message here.	JackScript.cs		16
Other job1	JackScript.cs		20
Other job2	JackScript.cs		22
Common-Job1 in JackScr	JackScript.cs		24
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Fresh game UI here..	TomScript.cs		14
Other job1	TomScript.cs		18
Other job2	TomScript.cs		20
Common-Job1 in TomScri	TomScript.cs		22

3. Add task from any **Component** one-click.



4. Create **custom** task **manually**(Click the + button at the bottom).



Section 2

- 1. **Setting** instructions.
- 2. **Task** details.

1. Setting instructions.

The image shows the 'Lean Todo List' settings and task list interface. The settings panel includes options for 'Auto Fresh', 'Auto Open', 'Sensitivity', 'Show Task Header', 'Show Author', and 'Script Types' (set to 'cs'). The 'Task Authors' section lists 'TODO', 'TOM', 'JACK', and 'JOHN'. The 'Favorite Folders' section has a text input field. The 'Task filter bar' includes a search input, 'Author' (set to 'All'), 'Name' (set to 'All'), and 'Multi' (set to 'R'). The task list shows four tasks: 'Multilanguage Support' (StartText, x), 'Set Bullet Prefab' (PlayerEntity, x), 'Publish Halloween Version' (New Release, x), and 'Processing message here..' (JackScript.cs, 16). A '+' button at the bottom allows adding new tasks.

Whether to automatically refresh the tasks in the script

Whether to automatically open the file where the task resides When locating the task

The type of script that automatically detects supported: c#, js, lua

All author names that need to be detected Just for script-task type.

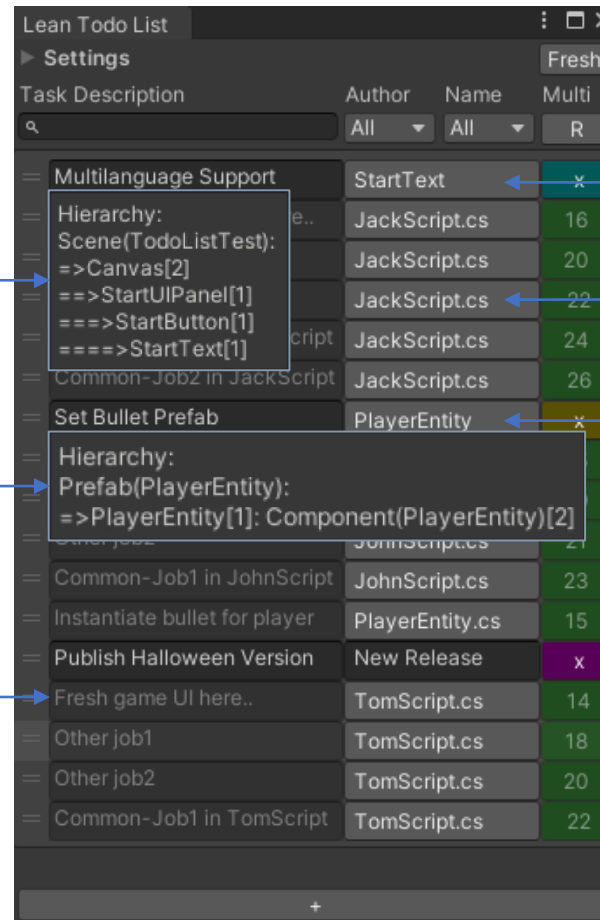
The folder you want to detect, if not set, detect all folders under the Asset folder Just for script-task type.

Task filter bar

Task details, task location, etc

New a custom task

2. Task details.



Task Description	Author	Name	Multi
Multilanguage Support	JackScript.cs	StartText	x
Hierarchy: Scene(TodoListTest): =>Canvas[2]	JackScript.cs		16
==>StartUIPanel[1]	JackScript.cs		20
===>StartButton[1]	JackScript.cs		22
====>StartText[1]	JackScript.cs		24
Common-Job2 in JackScript	JackScript.cs		26
Set Bullet Prefab	PlayerEntity		x
Hierarchy: Prefab(PlayerEntity): =>PlayerEntity[1]: Component(PlayerEntity)[2]			
Common-Job1 in JohnScript	JohnScript.cs		23
Instantiate bullet for player	PlayerEntity.cs		15
Publish Halloween Version	New Release		x
Fresh game UI here..	TomScript.cs		14
Other job1	TomScript.cs		18
Other job2	TomScript.cs		20
Common-Job1 in TomScript	TomScript.cs		22

The Hierarchy structure of the task is displayed when the mouse over the task.

Click to jump to the location of the task

Task description details, read automatically or type in by your self

Displays the line in the script where the task is located

Mouse over, click, etc., you will find more functions

Thank You