

# 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**.

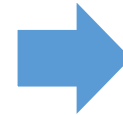
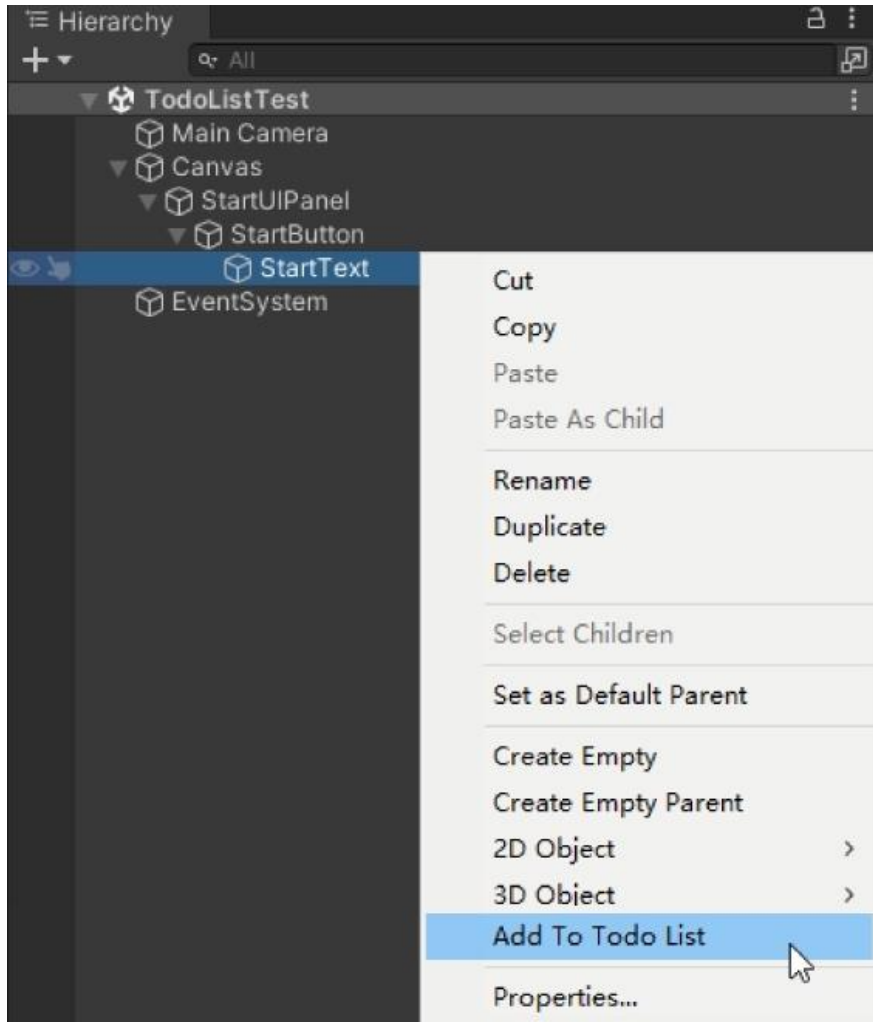
# 1. Auto synchronize tasks from Scripts(cs/lua/js).

```
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			
Task Description	Author	Name	Multi
Fresh			
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

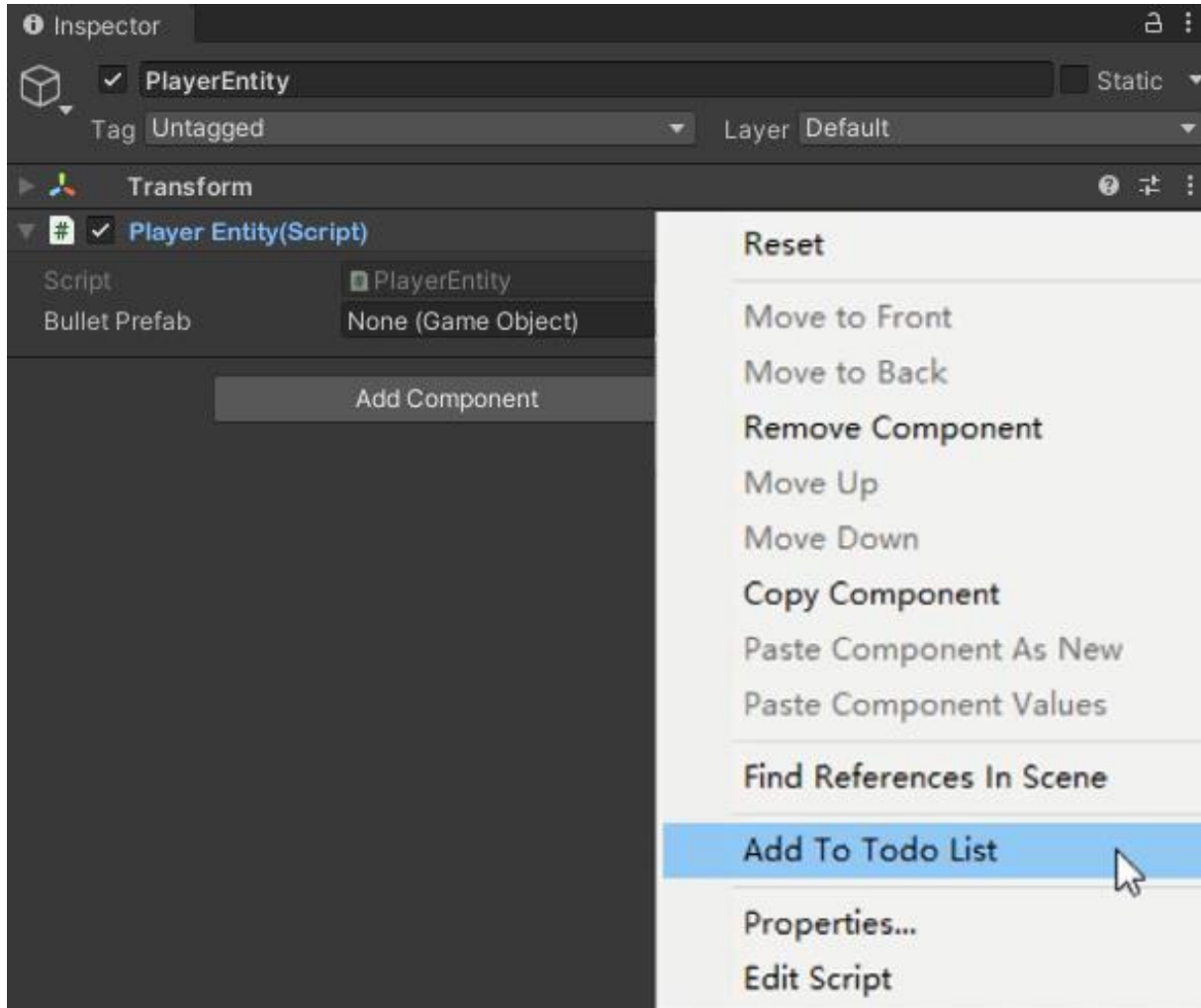
## 2. Add task from any **GameObject**(In Scene or Prefab) **one-click**.



The screenshot shows the 'Lean Todo List' window with a 'Settings' tab. The table lists tasks with columns for Task Description, Author, Name, and Multi. The 'Localization Support' task is highlighted, and its 'Name' is 'StartText', which corresponds to the GameObject in the previous screenshot.

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	
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	

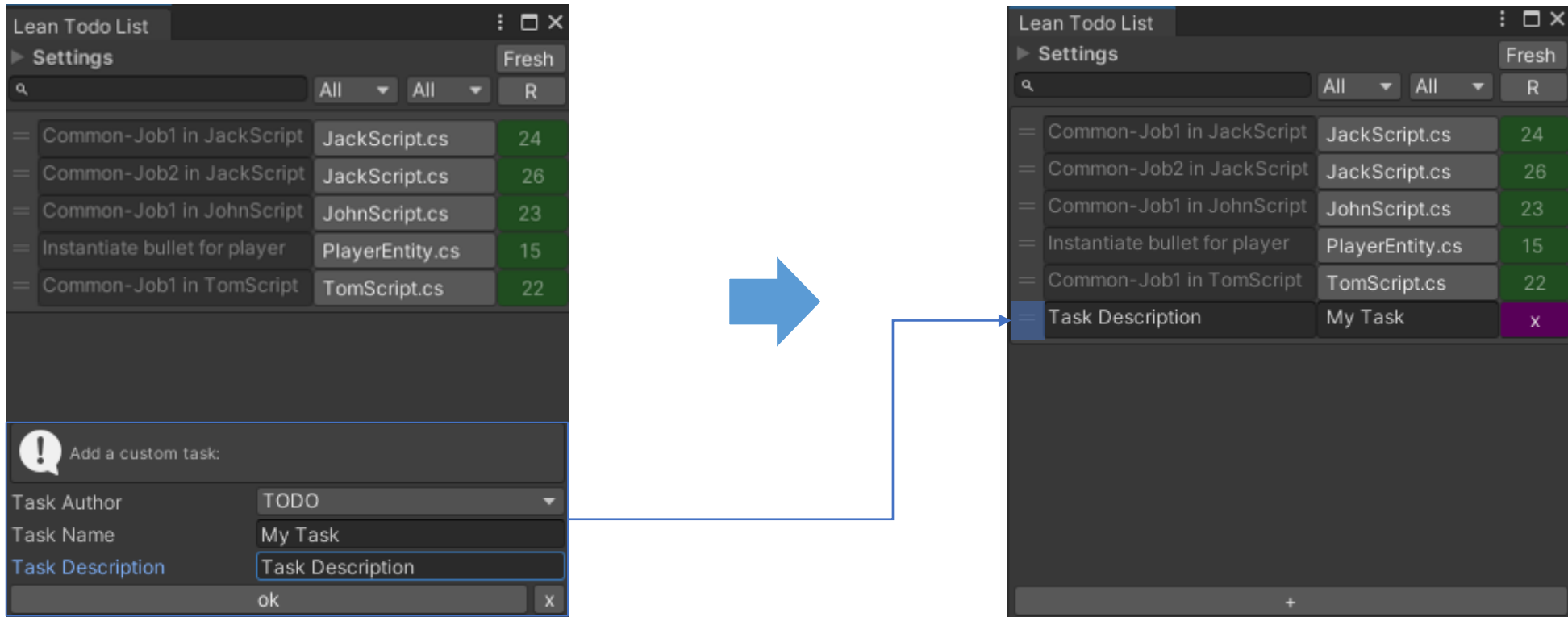
### 3. Add task from any **Component** one-click.



The screenshot shows the Lean Todo List window. It displays a list of tasks with columns for Task Description, Author, Name, and Multi. A blue arrow points from the 'Add To Todo List' button in the previous screenshot to the 'Set Bullet Prefab' task in this list.

Task Description	Author	Name	Multi
Localization Support	StartText		x
<b>Set Bullet Prefab</b>	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

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



To Open Lean Todo List Window: Tools => We Can Do => Lean Todo List

# Section 2

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

# 1. Setting instructions.

The screenshot shows the 'Lean Todo List' settings window. It is divided into several sections: 'Settings', 'Task Authors', 'Favorite Folders', and a task list table. Callouts point to specific features:

- Whether to automatically refresh the tasks in the script**: Points to the 'Auto Fresh' checkbox.
- Whether to automatically open the file where the task resides When locating the task**: Points to the 'Auto Open' checkbox.
- The type of script that automatically detects supported: c#, js, lua**: Points to the 'Script Types' dropdown menu, which is currently set to 'cs'.
- All author names that need to be detected Just for script-task type.**: Points to the 'Task Authors' list, which contains 'TODO', 'TOM', 'JACK', and 'JOHN'.
- The folder you want to detect, if not set, detect all folders under the Asset folder Just for script-task type.**: Points to the 'Favorite Folders' input field.
- Task filter bar**: Points to the filter bar at the top of the task list, which includes a search input and dropdowns for 'Author' (set to 'All'), 'Name' (set to 'All'), and 'Multi' (set to 'R').
- Task details, task location, etc**: Points to the task list table.
- New a custom task**: Points to the '+' button at the bottom of the task list.

Task Description	Author	Name	Multi
Multilanguage Support	StartText		x
Set Bullet Prefab	PlayerEntity		x
Publish Halloween Version	New Release		x
Processing message here..	JackScript.cs		16

To Open Lean Todo List Window: Tools => We Can Do => Lean Todo List



## 2. Task details.

The screenshot shows the 'Lean Todo List' window with a table of tasks. Annotations explain the following features:

- Task Hierarchy:** A tooltip shows the hierarchy for 'StartText' in 'JackScript.cs' at line 16: `Hierarchy: Scene(TodoListTest): =>Canvas[2] ==>StartUIPanel[1] ==>StartButton[1] ==>StartText[1]`.
- Jump to Task:** Clicking the 'x' icon in the 'Multi' column jumps to the task's location in the script.
- Task Description:** The 'Task Description' column contains details, either read automatically or typed in.
- Script Location:** The 'Multi' column also displays the line number in the script where the task is located.

Task Description	Author	Name	Multi
Multilanguage Support		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	

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

**Thank You**