



Unity Asset - Task Atlas - Tasks, Stickies, Maps, Reference Galleries and more! v3.2

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Unity Asset - Task Atlas is a comprehensive tool designed to help game developers manage and complete their projects efficiently.

How to design and organize your project using tools?

You can use "Unity Asset - Task Atlas - Tasks, Stickies, Maps, Reference Galleries and more" to design your project.

It features Landmarks for organizing tasks, Atlas Mode for an overhead view of the entire project, and a Reference Gallery for importing inspirational images. On-screen labels keep track of current positions, while Bookmarks allow instant navigation within the project.

"Unity Asset - Task Atlas - Tasks, Stickies, Maps, Reference Galleries and more" Samples:

Time Management tools ensure tasks are completed on schedule, and Sticky Tasks serve as reminders for future tasks. Task Atlas supports both 2D and 3D modes, providing seamless functionality across different perspectives. With these features, Task Atlas empowers developers to stay organized, motivated, and on track to finish their games successfully.



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