

Project Templates

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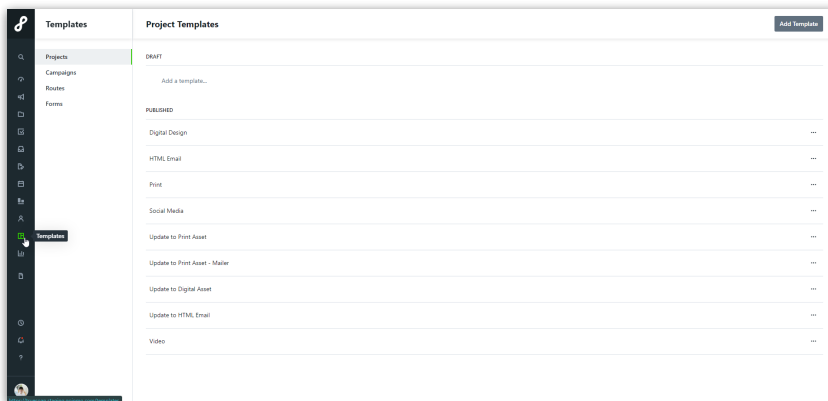
Project templates help you kick off Projects easily with little effort, saving you time and reducing the potential for human error. Use Project templates to pre-populate Tasks, Proofs, Tags, assigned team members, and so much more!



Project templates can also be incorporated into your team's request forms, making it incredibly simple to map the correct template to each request. Want to discuss adding Project templates into your request forms? [Contact us!](https://support.lytho.com/support/tickets/new) (<https://support.lytho.com/support/tickets/new>)

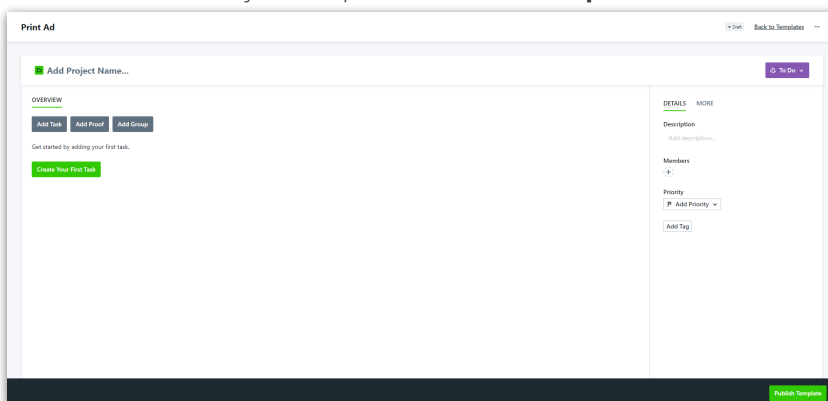
Getting Started with Project Templates

Users with the "Manage Templates" [permission](https://guide.lytho.com/help/managing-roles-and-permissions#assigning-permissions) (<https://guide.lytho.com/help/managing-roles-and-permissions#assigning-permissions>) can create, edit, and publish Project templates. Navigate to the **Templates** page from the left sidebar, then **Projects**, to manage Project templates for your team.

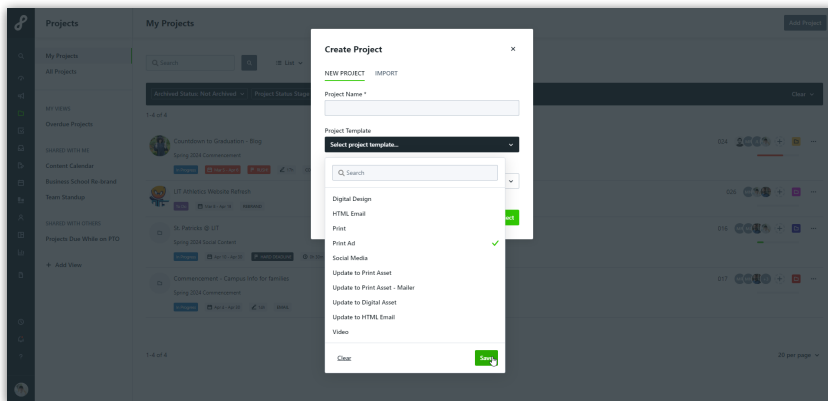


Until they're published, all Project templates will be saved as a draft.

To create a new Project template, click **Add Template**, name it, then click **Create Template**.



Once you've built out your Project template, click **Publish Template** to make it available in your team's account. New Projects created from the template will pre-populate everything you've incorporated.



If there's a Project you've already built that you'd like to use as a framework for future Projects, you can easily turn it into a Project template! Open the action menu on the Project details view and click **Publish as Template** to copy the Project information, badge colors, assignments, Tasks, and Proofs.

Badge Color

Any Admin or Team Member with access to a work item can [change the badge color](#) (<https://guide.lytho.com/help/color-story>) by selecting the **Badge Icon**, using the color slider, keying in the **Hex** value or providing the **RGB** values, and selecting **Save**. In Project templates, this can be done for both the Project and the associated Tasks and Proofs.

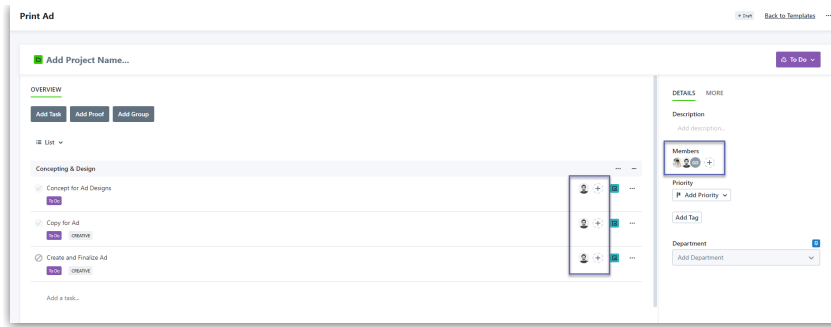


Lytho ProTip: As you select a color for your Projects, think in categories. Do you want to categorize it by Project team or specialties, brand, deliverable type, or requesting department? Programming these into Project Templates ensures consistency!

Assigning Team Members

We can assign team members at the Project template level if we know we'll always have the same people working on a certain type of Task or Proof.

In our below screenshot, we have one print designer, so we already know we'll want to route all print design Tasks to them. We've added them as a member to all related Tasks. If we also want to assign additional members who won't necessarily be involved with individual Tasks, we can add them at the Project level on the right side under **DETAILS**.



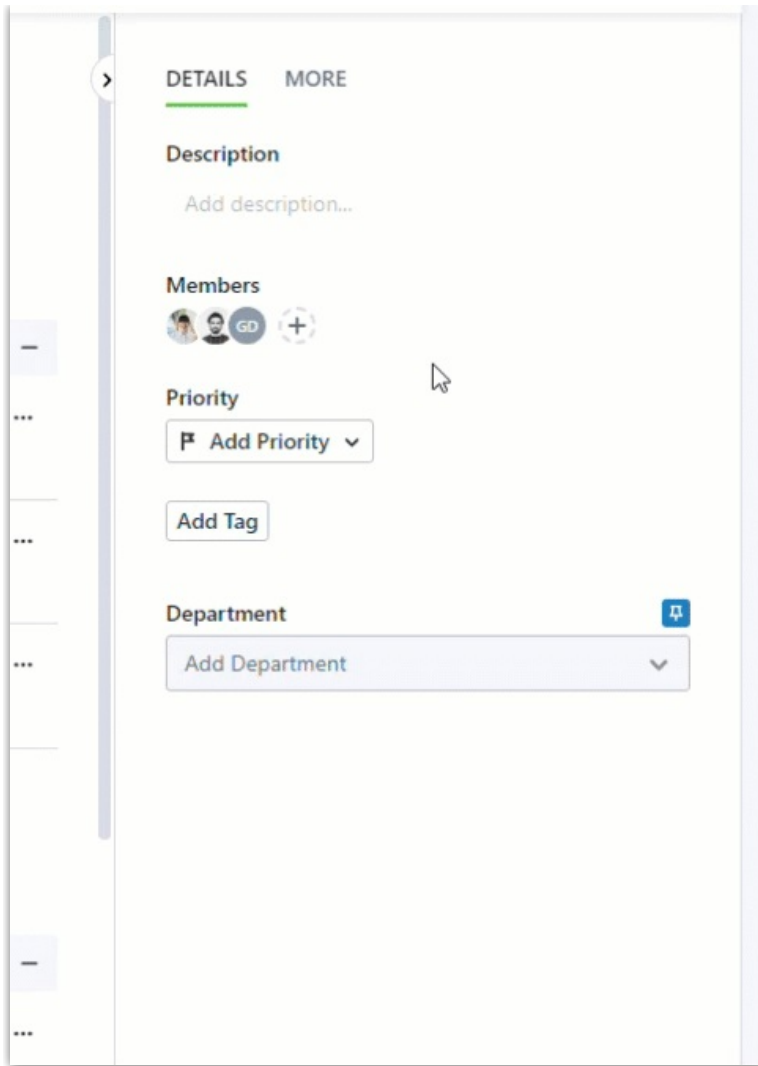
Adding members from the Project template ensures that the relevant teammates are immediately notified of new work.

Assigning Specialties*

**Available only to Business & Enterprise Customers*

Specialties (<https://guide.lytho.com/help/resource-management-specialties>) allow you to assign your members to a group, for those situations where you know you need someone of a specific skillset, but aren't sure who that person is right now. For this section, rather than assigning a specific member to the Project template, we'll be assigning a specialty role.

To do this, in the **DETAILS** section of your Project template, click the **plus icon** below **Members** and select the **plus icon** to the right of **SPECIALTIES** to add specialties placeholders to the template. Select the **plus icon** next to the specialty needed. Once a specialty has been added, a number 1 and minus icon will appear. Add the number of team members needed with this specialty assignment.

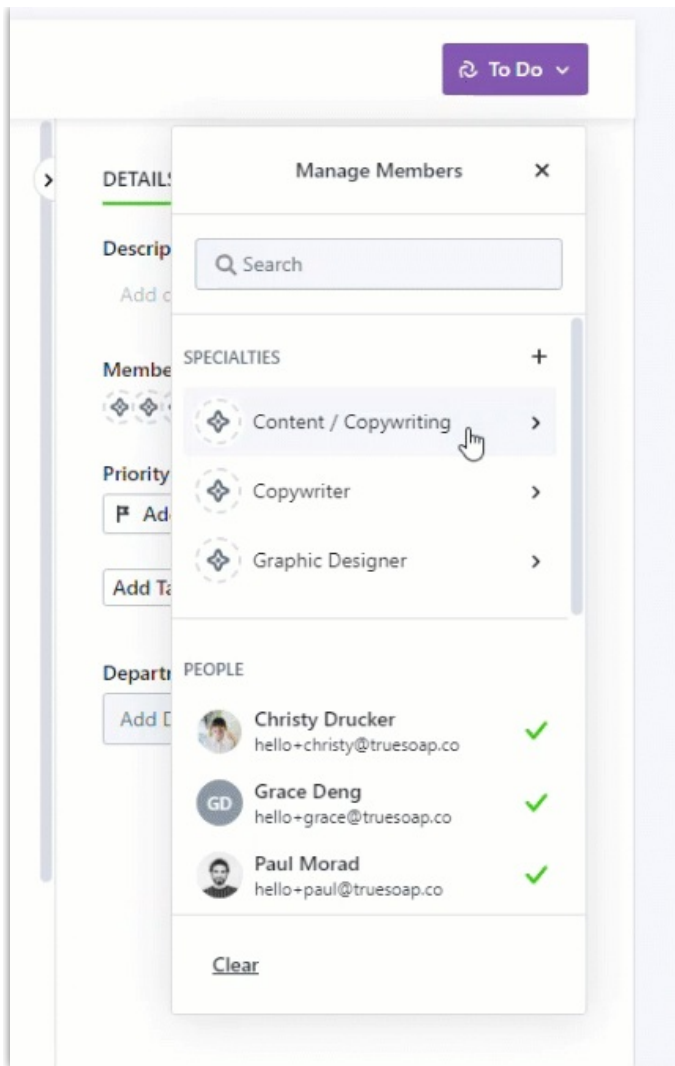


The screenshot shows a web interface for editing a template. On the left is a sidebar with a vertical scroll bar and several menu items, each with a minus icon and a three-dot menu icon. The main content area has a top navigation bar with 'DETAILS' (underlined) and 'MORE'. Below this are several sections: 'Description' with a text input field containing 'Add description...'; 'Members' with three circular profile icons (one with 'GD'), a plus icon, and a placeholder flower icon; 'Priority' with a dropdown menu showing 'Add Priority'; 'Add Tag' with a text input field; and 'Department' with a dropdown menu showing 'Add Department' and a blue icon with a document and checkmark.



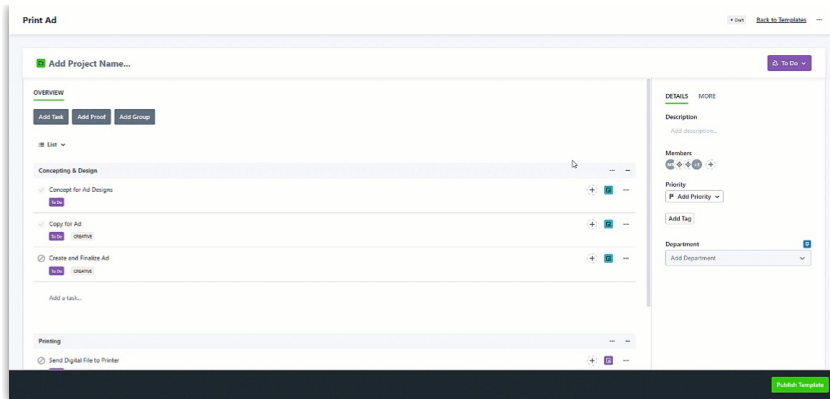
A placeholder flower image will appear in the Members section until a specialty member has been assigned.

If you have a team member who fills a specific specialty, you can assign them to the template by clicking the specialty and selecting their name.



You can modify any member or specialty assignment at the Project level once it has been assigned.

Now that you have the appropriate specialties assigned to the Project, begin adding specialties to your work items. Click the **plus icon** on the Task or Proof and select the specialty or specialties needed.



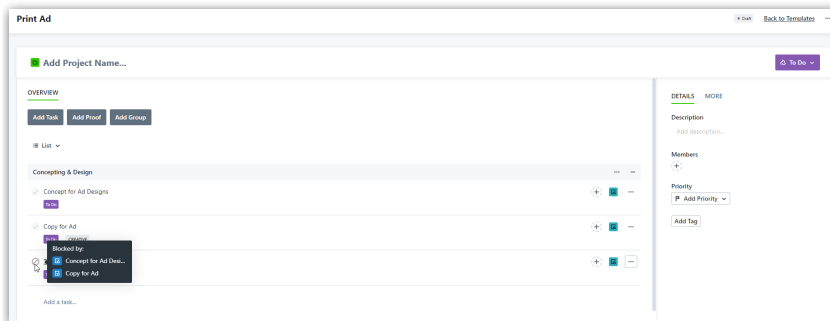
If you later specify which member belongs to an assigned specialty, that member will auto-fill into all of the work items where that specialty has been assigned.

Adding Dependencies*

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One of the most powerful things you can build into Project templates is [dependencies](https://guide.lytho.com/help/dependencies) (<https://guide.lytho.com/help/dependencies>). Dependencies let you add blockers to work items, notifying team members when all blockers are completed and work is ready to begin.

In this example, we've [added dependencies](https://guide.lytho.com/help/dependencies#managing-dependencies-in-project-templates%C2%A0) (<https://guide.lytho.com/help/dependencies#managing-dependencies-in-project-templates%C2%A0>) for several Tasks, starting with the third item in our "Concepting & Design" workgroup, which will now be automatically created whenever a new Project is built from this template.

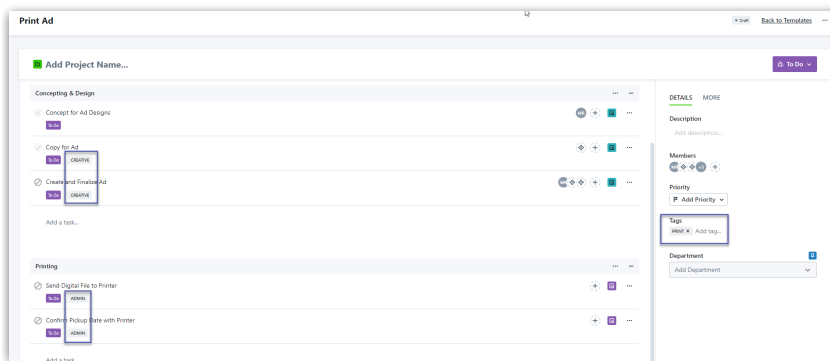


Members can [block notifications](https://guide.lytho.com/help/notifications#suppressing-notifications-for-blocked-work) (<https://guide.lytho.com/help/notifications#suppressing-notifications-for-blocked-work>) based on active dependencies in their Personal Settings.

Adding Tags

Tags (<https://guide.lytho.com/help/managing-tags>) are system-wide fields that can help categorize and filter Project, Task, and Proof data by things like brand, department, or client name. By adding tags into your Project templates, you'll have them automatically applied to Tasks, Proofs and the Project, streamlining the setup process.

In this example, it's important to our team to be able to report on how much time is spent on creative work vs. administrative work, so you can see we've added "CREATIVE" and "ADMIN" tags to our Tasks. We also want to be able to track how many print Projects we're working on, so we've added "PRINT" as a tag at the Project level.



By adding tags up front in the Project template, it saves our project manager quite a bit of time from having to manually add them every time a new Project is created.

Changing Default Custom Fields*

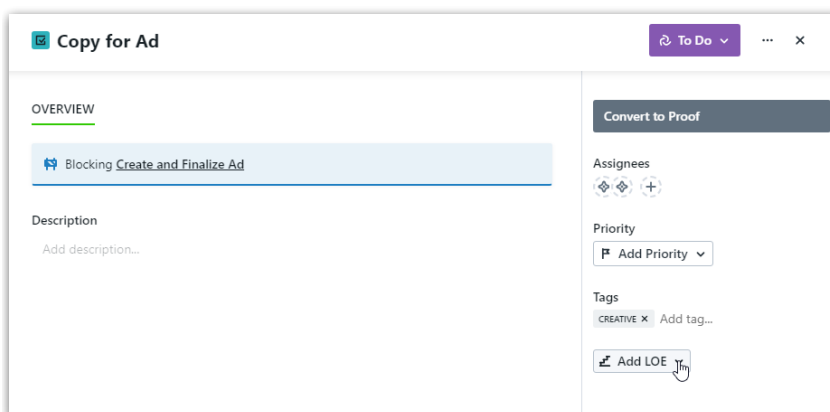
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Custom fields (<https://guide.lytho.com/help/managing-custom-fields>) enable you to add unique fields to Projects in order to search for and report on valuable Project details that are unique to your process and business.

In our example, we have a custom field dropdown to choose which department is involved with the Project. This type of Project will always be assigned to our Creative team, so we're setting it to pre-populate as "Creative" in the template.

Adding Level of Effort

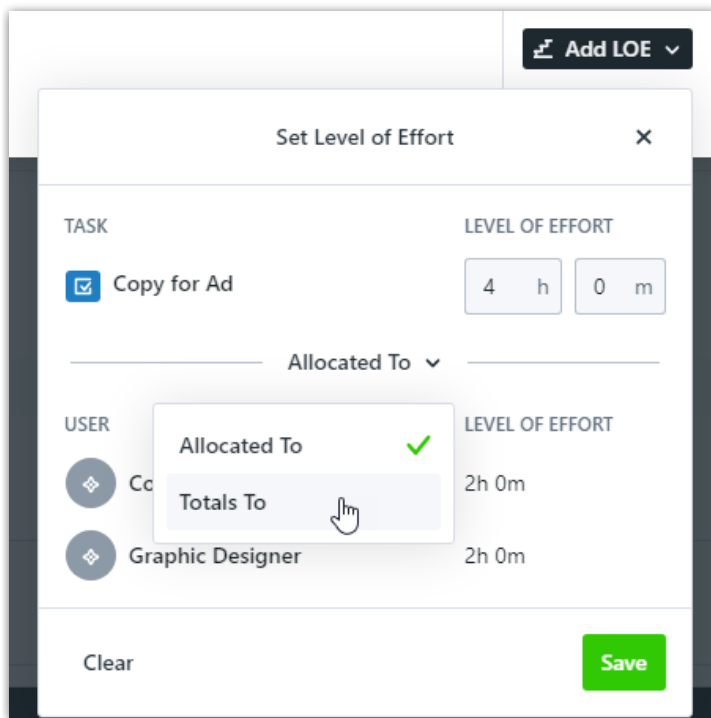
Select a work item and click **Add LOE** to begin adding level of effort.



Input the number of hours and/or minutes below **LEVEL OF EFFORT**. If you have users assigned to your template, the hours will be evenly distributed.

□

You can redistribute how the hours are allocated by clicking **Allocated To** and selecting **Totals To** from the dropdown menu.



Set Level of Effort

TASK **LEVEL OF EFFORT**

☒ Copy for Ad 4 h 0 m

Allocated To ▼

USER **LEVEL OF EFFORT**

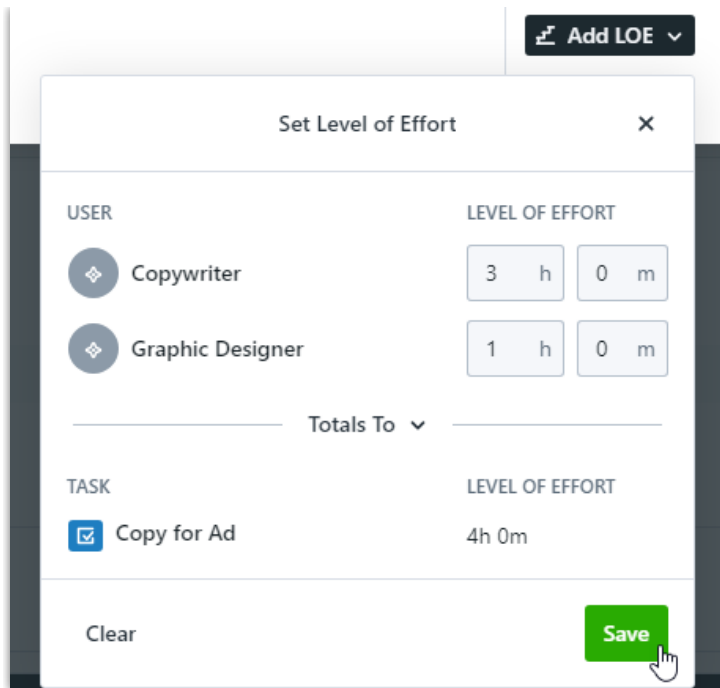
☒ Allocated To ✓ 2h 0m

☐ Totals To 2h 0m



☐ Graphic Designer 2h 0m

Clear Save

Input the number of hours and/or minutes for each user below **LEVEL OF EFFORT**. These numbers will automatically update the overall level of effort. Select **Save** when complete.



The dialog box is titled "Set Level of Effort" and has a close button (X) in the top right corner. It contains two sections: "USER" and "TASK".

USER	LEVEL OF EFFORT
 Copywriter	3 h 0 m
 Graphic Designer	1 h 0 m

Below the user section is a "Totals To" dropdown menu.

TASK	LEVEL OF EFFORT
<input checked="" type="checkbox"/> Copy for Ad	4h 0m

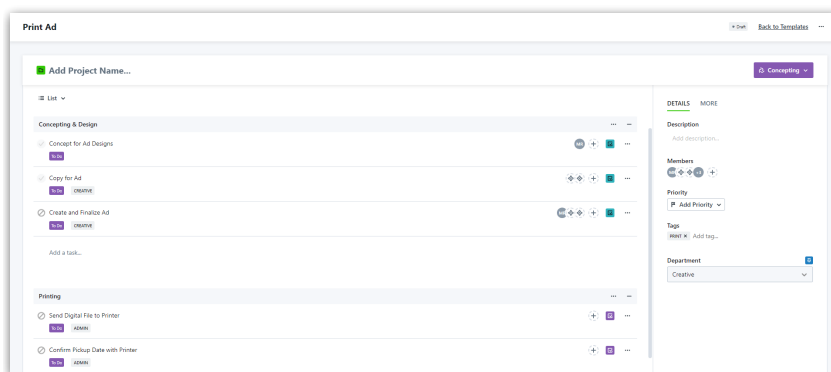
At the bottom, there are "Clear" and "Save" buttons. A mouse cursor is pointing at the "Save" button.

Changing Default Work Status*

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By default, new Projects are set to the account's default "To Do" status, but you can change the Project's default to another work status, including a [custom work status](https://guide.lytho.com/help/custom-work-statuses) (<https://guide.lytho.com/help/custom-work-statuses>).

In our example, if we want to immediately kick off all print ad Projects into our custom status called "Concepting", we can set that as the default in this Project template.



The screenshot shows the "Print Ad" project template interface. It has a "Back to Templates" button in the top right corner. The main area is divided into two sections: "List" and "DETAILS".

The "List" section shows a list of tasks under the heading "Concepting & Design". The tasks are:

- Concept for Ad Designs
- Copy for Ad
- Create and Finalize Ad

Below these tasks is a section for "Printing" with tasks:

- Send Digital File to Printer
- Confirm Pickup Date with Printer

The "DETAILS" section on the right has tabs for "DETAILS" and "MORE". The "DETAILS" tab is active, showing fields for:

- Description
- Members
- Priority (set to "P. Add Priority")
- Tags
- Department (set to "Creative")



Tasks and Proofs can be modified the same way, by clicking into the work item you want to change and updating the status.



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