Version 1.4

- Added Candice AI Manager
- Renamed "AI Controller" to "Candice AI Controller"
- Implemented Behaviour Trees
    - Added BehaviorAction class
    - Added BehaviorNode class
    - Added BehaviorStates class
    - Added PaladinBehaviourTree class
    - Added Inverter class
    - Added Selector class
    - Added Sequence class
- Added Line of Sight Functionality
- Updated UI
- Added Setup Assistant class
- Added Player Controlled Agents
- Ragdoll Support
- Support for Ranged AI and spawning their projectiles
- Removed Unit script.
- Added Debug Mode
- Added CandiceConfig class
- Added Autorun class
- Added StartupWindow class
- Added CameraFollow class
- Updated Simple AI Controller
    - Added more variables to control the object during its lifecycle.

Version 1.3.2

- Renamed "Basic AI Controller" to AI Controller.
- Removed ScanForObjects() method from AI Controller class.
- Added ObjectScanner class.
- Added Finite State Machines.
    - Added FSM Class.
    - Added FSMState Class.
    - Added FSMAction Class.
    - Added MoveAction Script.
    - Added PatrolAction Script.
    - Added AttackAction Acript
    - Added IdleAction Script.
    - Added TextActionScript.
- Added Obstacle Avoidance functionality.
    - Added ObstacleAvoidance() method to MoveAction Script.
- Added Grid Based A* Pathfinding
    - Added Pathfinding Script.
    - Added PathRequestManager Script.
    - Added Grid Script.

- Added Unit Script.
- Added Line Script.
- Added Node Script.
- Added Path Script.
- Added Heap Script.

Version 1.3.1

- User Interface Inprovements
- Bug Fixes
- Custom Editor
- Custom Menu