

## Release Notes

### Version 1.2.1 Changes:

- Added support for Unity 5.6
  - Removed support for Unity 5.0
  - Improved the handling of switching leaders
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### Version 1.2 Changes:

- Added support for Unity 5.5
  - Removed the Follow Orders task – this task is no longer necessary
  - Individual Tactical tasks can act as either a leader or follower
  - Improved the error message when no IDamageable targets can be found
  - Removed the basic steering behavior implementation (it wasn't being used)
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### Version 1.1 Features:

- Replaced IAttackAgent.RepeatAttackDelay with IAttackAgent.CanAttack
- Added basic steering behavior movement
- Added the following integrations:
  - o Apex Path
  - o Playmaker
  - o Third Person Controller