

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 Improvements
- Bug Fixes
- Custom Editor
- Custom Menu