

Version 0.1:

- Added pieces and their physics.
- Added grid system.
 - Added full row destruction.
 - Added piece position update.

Version 0.2:

- Added current score and high score system.
 - Added UI text for current score and highscore values.
- Added next piece display.
- Added pause menu.
 - Added resume button to pause menu.
 - Added main menu button to pause menu.
 - Added restart button to pause menu.
 - Added pause time.
 - Added pause audio.
- Added main menu.
 - Added play button.
 - Added settings button.
 - Added quit button.
- Added settings menu.
 - Added reset high-score button.
 - Added return button.

Version 0.3:

- Added game over screen.
 - Added score text.
 - Added highscore text.
 - Added restart button.
- Fixed pieces not moving after scene change.
- Added random events.
 - Added countdown text.
 - Added current random event.
- Settings menu.
 - Added random event toggle button.

