Smetris

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.

Version 0.4:

    -Created an android port.

        -Gamepad added.

        -UI scale and position change.

Version 0.5:

    -Piece default fall speed increased.

    -Added sound for line destruction.

    -There is now two highscores.

        -Highscore.

        -Events Highscore (new).

    -Added new random events.

        -Lines out!

        -Double score!

        -Fixed piece hider to turn off at the end of the event.