

Version 1.4.2

- Added TacticsPlayer script
- Added Tile script
- Added TurnManager script
- Added CharacterStat script
- Added StatModifier script
- Added Waypoint script
- Added Waypoint Manager
- Added Tile Grid Generator
- Updated Pathfinding script
- Updated AI Controller

Version 1.4.1

- Added HealthBar script
- Added behaviorTree script
- Added ObjectPooler
- Added IPooledObject
- Added CandiceBehaviorTree
- Added CandiceBaheviorNode

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 Improvements
- Bug Fixes
- Custom Editor
- Custom Menu