

*v0.3.0 Added new settings menu Fixed issue with some settings not being utilised
Updated documentation*

*v0.2.0 Added more overloads for Console.Log() based of the ILogger interface Fixed an
issue with the positioning of elements of the console UI. Added some more examples
logs to the example project/script. Added IVariableDrawer interface allowing users to
develop their own outputs Expanded example scene and code to desmonstrate custom
logger Updated documentation Added changelog file to docs*

v0.0.4 Initial Release