Release Notes

Version 1.2 Changes:

- Added support for Unity 5.5
- Removed the Follow Orders task – this task is no longer necessary
- Individual Tactical tasks can act as either a leader or follower
- Improved the error message when no IDamageable targets can be found
- Removed the basic steering behavior implementation (it wasn't being used)

Version 1.1 Features:

- Replaced IAttackAgent.RepeatAttackDelay with IAttackAgent.CanAttack
- Added basic steering behavior movement
- Added the following integrations:
    - Apex Path
    - Playmaker
    - Third Person Controller