CHANGELOG: Level Designer
All notable changes to this project will be documented in this file.

The format is based on [Keep a Changelog](http://keepachangelog.com/en/1.0.0/) and this project adheres to [Semantic Versioning](http://semver.org/spec/v2.0.0.html).

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Codes used to indicate type of change:
Added   for new features
Changed   for changes in existing functionality
Deprecated   for soon to be removed features
Removed   for now removed features
Fixed   for any bug fixes

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Symbols Used:
for main heading
for version number
for type of change
–   for the change

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0.0.3   Oct 25,2017
Added
– This CHANGELOG file to keep track of changes to Level Designer asset
– Another On/Off button above the Paint/Collider/Selection mode buttons.
Level Designer can be toggled On/Off using this new button also