

-Tower has range attribute == pixel radius that the tower can "see" enemies and attack them (i.e. every tower has a circle around them that represents their range)  
-Tower keeps track of currentTarget: Enemy  
-every update  
    -loop through EnemyManager.children (all living enemies)  
    -calculate distance between given enemy and the tower (check if in range)  
    -if in range, compare distance travelled to currentTarget.distanceTravelled  
        -if larger, replace currentTarget with new target  
  
-attack() will be called after updating the list so that the tower always has a target when it goes to attack (if something is in range)  
  
-Enemy needs to keep track of distance travelled, updated each frame

