1. Keep C# file name & class name same;
2. Use Gameobject to refer objects in game;
3. Use tower.transform.TransformVector(-1, 0, 0);
4. Destroy(this.gameObject);
5. Vector3 enemyPosition = enemy.transform.position;
6. Mathf.Sqrt(Mathf.Pow(enemyPosition.x - towerPosition.x, 2) + ...);
7. print("Distance between tower and enemy is：" + distance);
8. transform.Translate(transform.TransformVector(1,0,0) \* enemySpeed \* Time.deltaTime);
9. Input.GetButtonDown("Fire1");
10. Instantiate(bullet, transform.position, transform.localRotation);