Object location and movement

* Current state
  + LevelDataManager contains information for all Tiles in the scene
    - Tile’s location
    - Tile’s base information
      * Sprite
      * Is Solid
    - Enemy spawn points
      * Id
      * Location
      * ???
* Concerns
  + Object Referencing
    - We need a way to quickly reference objects in the scene
    - This will need them to be registered in some data structure that can be easily accessed
    - When accessing the tile info, we should be able to find what, if anything, is currently occupying that tile
  + TileInfo
    - Stores runtime information about the tile
    - X and Y Location
    - Tile Data Reference
    - Current occupant, if any.
  + What is considered a tile occupant?
    - Scene obstacles
    - Units?
    - Spawn points