A Cure for Arachnophobia

Implementations of Data Structures and Design Patterns:

KD Tree:

* EnemyManager maintains a KDtree of Node Positions
* Figures out which the closest node is and sends enemies to attack it
* Soldiers have a sightRange

Observer:

* EnemyManager is an Observer and the Subjects are Nodes
* It observes the nodes on the map
* Notified when state changes
* It sends minions only to nodes that the player controls
* Soldiers have a SightRange
  + The soldiers maintain a KD tree of enemies that are within range to determine which the nearest enemy is to attack it
  + When an enemy comes within the sightrange (or leaves it, most likely by dying), the soldier is notified of this and they update their KD tree