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