A Cure for Arachnophobia

Implementations of Data Structures and Design Patterns:

* The KD tree is implemented in Kdtree.cs (found in folder: Scripts\DesignPatterns\ Kdtree.cs)
* Observer abstract class: Scripts\DesignPatterns\Observer.cs
* Subject abstract class: Scripts\DesignPatterns\Subject.cs
* EnemyManager maintains a KDtree of Node Positions
* Figures out which the closest node is and sends enemies to attack it

Soldiers and SightRange:

* The soldiers have a sphere collider that acts as their sight range. The soldier (Scripts\Soldiers\Soldier.cs) is an observer of the SoldierSight (Scripts\Soldiers\SoldierSight.cs – extends Subject).
* The Soldier maintains a KD tree of drones to figure out the nearest drone (which is what it targets and attacks)
* The SoldierSight script maintains a list of drones in sight.
* Whenever a drone enters the collider or leaves the collider, it notifies the soldier and pushes the updated list of drones in sight to the soldier script
* At this point, the Soldier updates its KDtree

Soldier.cs & SightRange.cs

* 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