**Collider**

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# Introduction

|  |  |  |
| --- | --- | --- |
| Type | Data structure | Image |
| Point | float x  float y  float z (3D) |  |
| Circle (2D) Sphere (3D) | float center x  float center y  float center z (3D)  float radius |  |
| AABB | float min x  float min y  float min z  float max x  float max y  float max z |  |
| Ray | float x  float y  float z (3D)  float vector x  float vector y  float vector z (3D) |  |
| Line |  |  |
|  |  |  |
|  |  |  |

# Collision Checks

Checking whether each type of object overlap each other

## Point-Point

## Point-Circle

### Steps