GameObject Behavior:

* T: toggle drawing of texture
* B: toggle drawing of bound
* R: toggle drawing of RigidShape

Behavior:

* P: for penetration solution
* V: for motion
* H: for inject velocity (energy)
* F/G: creation of more objects
* Left/Right: select objects
* Up/Down + MRF: to increase decrease each

Remove the drawing of broad phase circle, and color rectangle bound

Requirements: ability to sufficiently test

* Bounded world (by rigid shapes!)
* Relative sizes: Circle and Rectangle size as compare to the world size
* Platforms + size
  + Horizontal, at least three at different height
  + Rotated ones (at least one), at 30-degree