

HateEngine::Object

```
graph BT; RigidBody[HateEngine::RigidBody] --> PhysicalBody[HateEngine::PhysicalBody]; StaticBody[HateEngine::StaticBody] --> PhysicalBody; PhysicalBody --> Object[HateEngine::Object];
```

HateEngine::PhysicalBody

HateEngine::RigidBody

HateEngine::StaticBody