```
rum::CollisionPrimitive
           # m body
           # m offset
           # m transform
           + ~CollisionPrimitive()
           + CalculateInternals()
           + GetAxis()
           + GetTransform()
           + GetBody()
           # CollisionPrimitive()
rum::CollisionBox
                          rum::CollisionSphere
# m halfSize
                         # m radius
+ CollisionBox()
                          + CollisionSphere()
+ ~CollisionBox()
                          + ~CollisionSphere()
+ getHalfSize()
                          + GetRadius()
```