```
                    ┌─────────────────────────────┐
                    │   r3::CollisionPrimitive    │
                    ├─────────────────────────────┤
                    │ # m_body                    │
                    │ # m_offset                  │
                    │ # m_transform               │
                    ├─────────────────────────────┤
                    │ + ~CollisionPrimitive()     │
                    │ + calculateInternals()      │
                    │ + getAxis()                 │
                    │ + getTransform()            │
                    │ + getBody()                 │
                    │ + getType()                 │
                    │ # CollisionPrimitive()      │
                    └─────────────────────────────┘
```

r3::CollisionBox
m_halfSize
+ CollisionBox()
+ ~CollisionBox()
+ getHalfSize()

r3::CollisionPlane
m_normal
m_offset
m_halfSizes
m_isHalfSpace
+ CollisionPlane()
+ ~CollisionPlane()
+ getOffset()
+ getNormal()
+ setOffset()
+ setNormal()
+ isHalfSpace()
+ getHalfSizes()

r3::CollisionSphere
m_radius
+ CollisionSphere()
+ ~CollisionSphere()
+ getRadius()