| ilqgames: Cost   |                                       |
|--|---------------------------------------|
| ilqgames:Constraint ilqgames:ExtremeValueCost ilqgames:FinalTimeCost ilqgames:NominalPathLengthCost ilqgames:RouteProgressCost ilq | ngames::TimeInvariantCost             |
| ilggames::FinalTimeConstraint  | ilqgames::CurvatureCost               |
| ilagames::TimeInvariantConstraint  | ilqgames::LocallyConvexProximityCost  |
|  | ilqgames::OrientationCost             |
|  | ilqgames::Polyline2SignedDistanceCost |
|  | ilqgames::ProximityCost               |
|  | ilqgames::QuadraticCost               |
|  | ilqgames::QuadraticDifferenceCost     |
|  | ilqgames::QuadraticNormCost           |
|  | ilqgames::QuadraticPolyline2Cost      |
|  | ilqgames::RelativeDistanceCost        |
|  | ilqgames::SemiquadraticCost           |
|  | ilqgames::SemiquadraticNormCost       |
|  | ilqgames::SemiquadraticPolyline2Cost  |
|  | ilqgames::SignedDistanceCost          |
|  | ilqgames::WeightedConvexProximityCost |

ilqgames::RelativeTimeTracker