

ilqgames::RelativeTimeTracker



```
graph BT; ProximityCost[ilqgames::ProximityCost] --> TimeInvariantCost[ilqgames::TimeInvariantCost]; TimeInvariantCost --> Cost[ilqgames::Cost]; Cost --> RelativeTimeTracker[ilqgames::RelativeTimeTracker]
```

ilqgames::Cost

ilqgames::TimeInvariantCost

ilqgames::ProximityCost