

```
graph BT; A["/home/nelaty/Development  
/Repositories/Rumble3D  
/src/RigidBodyEngine/CollisionDetection  
/Algorithm/BoxSphereNarrowAlgorithm.cpp"] --> C["/home/nelaty/Development  
/Repositories/Rumble3D  
/include/R3D/RigidBodyEngine  
/CollisionDetection/Algorithm  
/BoxSphereNarrowAlgorithm.h"]; B["/home/nelaty/Development  
/Repositories/Rumble3D  
/src/RigidBodyEngine/CollisionDetection  
/CollisionAlgorithmMatrixFactory.cpp"] --> C;
```

/home/nelaty/Development
/Repositories/Rumble3D
/include/R3D/RigidBodyEngine
/CollisionDetection/Algorithm
/BoxSphereNarrowAlgorithm.h

/home/nelaty/Development
/Repositories/Rumble3D
/src/RigidBodyEngine/CollisionDetection
/Algorithm/BoxSphereNarrowAlgorithm.cpp

/home/nelaty/Development
/Repositories/Rumble3D
/src/RigidBodyEngine/CollisionDetection
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