```
r3::INarrowPhaseAlgorithm
   + ~INarrowPhaseAlgorithm()
   + generateContactData()
   # INarrowPhaseAlgorithm()
r3::IPlanePlaneCollision
            Algorithm
+ ~IPlanePlaneCollisionAlgorithm()
```

+ generateContactData()
generateContactDataImpl()
IPlanePlaneCollisionAlgorithm()