CollisionShape

+ readonly ShapeType
shapeType
+ List< Vector3 > localVertices
+ List< Vector3 > vertices
+ AABB aabb

+ CollisionShape(ShapeType
shapeType)
+ CollisionShape(ShapeType
shapeType, Vector3[] localVertices)
+ virtual void UpdateShape()
+ void ApplyWorldVertices
(Vector3 origin, Vector3
rotate, float scale)
abstract void GetBound
(out Vector3 lowerBound,
out Vector3 upperBound)

Physics.Collision.Shape.Rect

- float horizontalWidth
- float verticalWidth

+ Rect(float horizontalWidth,
float verticalWidth)
override void GetBound
(out Vector3 lowerBound,
out Vector3 upperBound)