Collider

+phyObject: *PhysicsObject

+body: *RigidBody

+mesh: *Mesh

+updateInternals(): void

+setRigidBody(in body:*RigidBody): void

+getTransformMatrix(): mat4

+toString(): string

OBBCollider

+halfSizes: vec3

-position: vec3

-orientation: quat

+OBBCollider(in halfSizes:vec3,in phyObject:*PhysicsObject,
            in mesh:*Mesh)

+updateInternals(): void

+testIntersectionOBB(in other:OBBCollider): bool

+getTransformMatrix(): mat4

+toString(): string