TODO:

* Add comments and (to an extent) specifications to SensorCollider, PillarCollider, and Collision that explain how collisions, specifically ground collisions are calculated.
* Create tests for methods in the above classes
  + Make sure that PillarCollider::intersectsPillars does as expected.

Playtesting:

* Ghost recall: Instant vs linear interpolation vs following path history
* Pause: full pause vs small fraction of FPS.