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.
* Fix point detection for Pillar and Freeform colliders.
* Make sure that Pillar colliders handle left and right collisions appropriately.

Playtesting:

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