```
mtrx::Collider
# colliderld
# type
# isConvexShape
# transform
- id
+ Collider()
+ Collider()
+ ~Collider()
+ RavcastCollision()
+ CheckCollision()
+ GetPosition()
+ GetScale()
+ GetOrientation()
+ GetColliderType()
+ GetColliderId()
+ IsConvex()
+ GetForward()
+ GetSide()
+ GetUp()
+ SetPosition()
+ SetScale()
+ SetOrientation()
mtrx::CapsuleCollider
+ A
+ B

    radii

    height

+ CapsuleCollider()
+ CapsuleCollider()
+ ~CapsuleCollider()
+ RaycastCollision()
+ GetRadii()
+ GetHeight()
+ SetRadii()
+ SetHeight()
+ SetScale()
+ SetPosition()
+ SetOrientation()
```