```
mtrx::Transform

    position

    orientation

    scale

 + Transform()
 + ~Transform()
 + Translate()
 + Rotate()
 + SetPosition()
 + SetOrientation()
 + SetScale()
 + GetPosition()
 + GetOrientation()
 + GetScale()
 + GetPosition()
 + GetOrientation()
 + GetScale()
           #transform
   mtrx::Collider
# colliderId
# type
# isConvexShape
- id
+ Collider()
+ Collider()
+ ~Collider()
+ RaycastCollision()
                             mtrx::IBoundingVolume
+ CheckCollision()
+ GetPosition()
+ GetScale()
                             + GetSize()
+ GetOrientation()
+ GetColliderType()
+ GetColliderId()
+ IsConvex()
+ GetForward()
+ GetSide()
+ GetUp()
+ SetPosition()
+ SetScale()
+ SetOrientation()
                       mtrx::SphereCollider
                       - radius
                       + SphereCollider()
                       + SphereCollider()
                       + SphereCollider()
                       + ~SphereCollider()
                       + RaycastCollision()
                       + GetSize()
                       + GetGrowth()
                       + GetRadius()
                       + SetRadius()
                       + SetScale()
```