```
mtrx::Transform
 - position

    orientation

    scale

 + Transform()
 + ~Transform()
   Translate()
 + Rotate()
  + SetPosition()
  + SetOrientation()
  + SetScale()
  + GetPosition()
  + GetOrientation()
  + GetScale()
   GetPosition()
  GetOrientation()
  + GetScale()
            #transform
    mtrx::Collider
# colliderld
# type
# isConvexShape
 · id
+ Collider()
+ Collider()
+ ~Collider()
+ RaycastCollision()
+ 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()
```