```
mtrx::Collider
              # colliderld
              # type
              # isConvexShape
              # transform
              - id
              + Collider()
              + Collider()
              + ~Collider()
              + RaycastCollision()
              + CheckCollision()
              + GetPosition()
              + GetScale()
              + GetOrientation()
              + GetColliderType()
              + GetColliderId()
              + IsConvex()
              + GetForward()
              + GetSide()
              + GetUp()
              + SetPosition()
              + SetScale()
              + SetOrientation()
                       Λ
          mtrx::ConvexShapeCollider
          # vertices
          # transformedVertices
          # transformModified
          + ConvexShapeCollider()
          + ConvexShapeCollider()
          + ConvexShapeCollider()
          + ConvexShapeCollider()
          + ~ConvexShapeCollider()
          + RaycastCollision()
          + GetVertices()
          + GetModelMatrix()
          + SetPosition()
          + SetScale()
          + SetOrientation()
mtrx::AABBCollider
                            mtrx::OOBBCollider

    halfExtents

    halfExtents

                            - axes
+ AABBCollider()
                            + OOBBCollider()
+ ~AABBCollider()
                            + OOBBCollider()
+ RaycastCollision()
                            + ~OOBBCollider()
+ SetOrientation()
                            + RaycastCollision()
+ GetSize()
                            + GetAxes()
+ GetAxes()
                            + GetHalfExtents()
+ GetHalfExtents()
                            + GetHalfExtents()
+ GetHalfExtents()
                            + SetScale()
+ SetScale()
```

axes