```
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::ConvexShapeCollider
# vertices
# transformedVertices
                                     mtrx::ObjectAxes
# transformModified
                                     + side
+ ConvexShapeCollider()
                                     + up
+ ConvexShapeCollider()
                                     + forward
+ ConvexShapeCollider()
                                     + axes
+ ConvexShapeCollider()
                                     + @1
+ ~ConvexShapeCollider()
+ RaycastCollision()
                                     + operator[]()
+ GetVertices()
                                     + operator[]()
+ GetModelMatrix()
                                     + ObjectAxes()
+ SetPosition()
+ SetScale()
+ SetOrientation()
                                           axes
                           mtrx::OOBBCollider

    halfExtents

                           + OOBBCollider()
+ OOBBCollider()
                           + ~OOBBCollider()
                           + RaycastCollision()
+ GetAxes()
                           + GetHalfExtents()
                             GetHalfExtents()
                            + SetScale()
```