Behavior: Simple compute and display collisionInfo

* WASD+ZX: move + rotate
* B: switch on/off bounds
* Left/Right arrow: select (mod, cycles back)
* Up/Down: size of actual bound
  + NOTICE: if bound does not intersect, NO collisionInfo will be computed!!
* CollisionInfo, always point from small-index to large-index
  + Index-0, towards index-1
* In update()
  + Collect collisionInfo (e.g., into an array)
  + Draw() the collisionInfo Array in draw!