

State

```
graph BT; A["StateMachine.RANDOM_MOVEMENT"] --> B["State"]
```

A diagram illustrating a state transition. At the bottom, a gray rectangular box contains the text "StateMachine.RANDOM\_MOVEMENT". A blue arrow points vertically upwards from the top center of this box to a white rectangular box at the top, which contains the text "State".

StateMachine.RANDOM  
\_MOVEMENT