```
smacc::Orthogonal

    stateMachine

    clientBehaviors

  - clients
  + setStateMachine()
  + addClientBehavior()
  + onEntry()
  + onExit()
  + getName()
  + createClient()
  + requiresComponent()
  + requiresClient()
  + getClients()
  + getClientBehaviors()
  + getClientBehavior()
  - onInitialize()
sm dance bot::OrNavigation
```

+ onInitialize()