```
smacc::Orthogonal

    stateMachine

     - currentBehavior
     - clients
     + setStateMachine()
     + setStateBehavior()
     + onEntry()
     + onExit()
     + getName()
     + createClient()
     + requiresComponent()
     + requiresClient()
     + getClients()
     - onInitialize()
sm dance bot::ObstaclePerception
            Orthogonal
```

+ onInitialize()