```
smacc::Orthogonal
      - stateMachine
      - currentBehavior
      - clients
      + setStateMachine()
      + setStateBehavior()
      + onEntry()
      + onExit()
      + getName()
      + createClient()
      + requiresComponent()
      + requiresClient()
      + getClients()

    onInitialize()

sm dance bot::ObstaclePerception
            Orthogonal
+ onInitialize()
```