```
smacc::Orthogonal

    stateMachine

    clientBehaviors

  - clients
   + setStateMachine()
   + addClientBehavior()
   + onEntry()
   + onExit()
   + getName()
   + createClient()
  + requiresComponent()
  + requiresClient()
  + getClients()
  + getClientBehaviors()
  + getClientBehavior()
  - onInitialize()
sm_dance_bot 2::OrObstacle
         Perception
+ onInitialize()
```