```
smacc::SmaccSubStateBehavior
+ stateMachine
+ currentState
+ currentOrthogonal
+ SmaccSubStateBehavior()
+ ~SmaccSubStateBehavior()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getName()
+ onEntry()
+ onExit()
       NavigateForward

    forwardDistance

     + forwardSpeed
     + listener
     + moveBaseClient
     + odomTracker
     + NavigateForward()
     + NavigateForward()
```

+ onEntry()