```
smacc::Orthogonal

    stateMachine

    clientBehaviors

   - clients
    + setStateMachine()
    + addClientBehavior()
    + onEntry()
    + onExit()
    + getName()
    + createClient()
    + requiresComponent()
    + requiresClient()
   + getClients()
    + getClientBehaviors()
   + getClientBehavior()
   - onInitialize()
sm dance bot 2::OrNavigation
```

+ onInitialize()