```
smacc::Orthogonal

    stateMachine

    clientBehaviors

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

+ onInitialize()