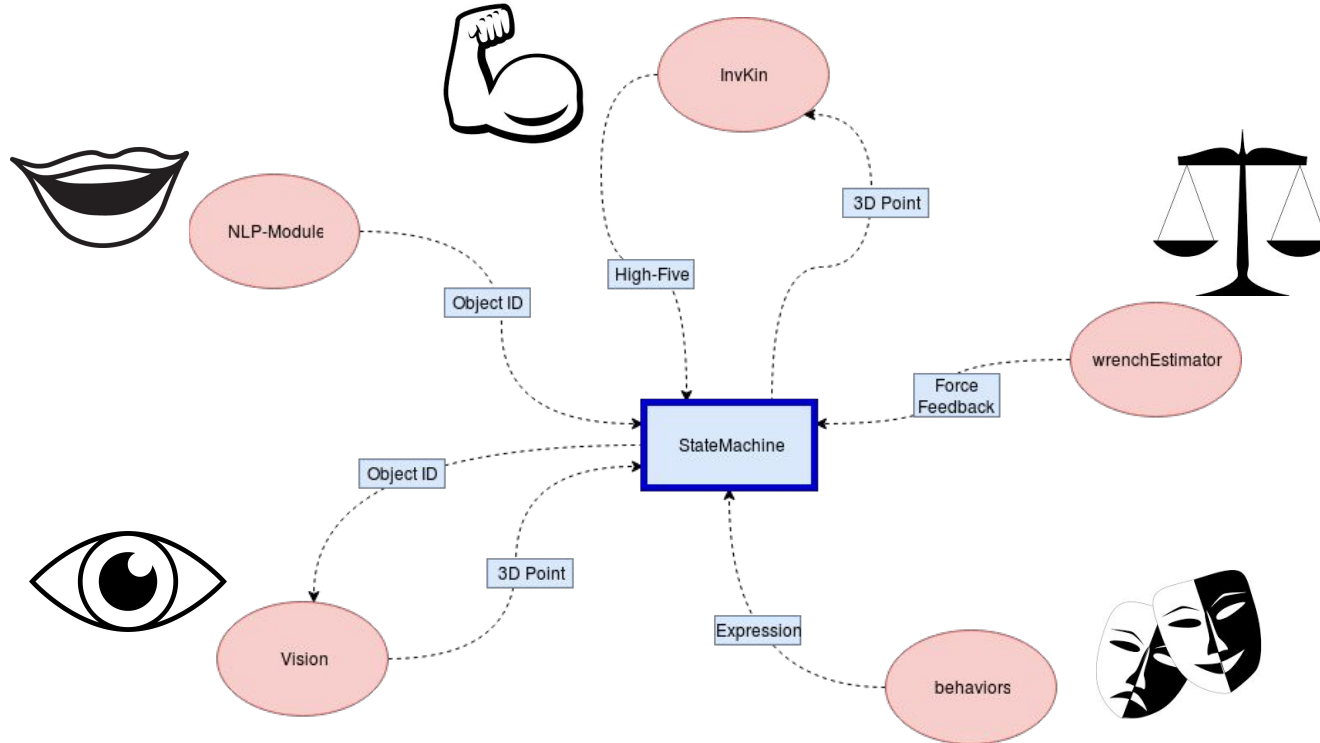


Information Flow





State Machine

1. INIT
2. LISTENING
3. DETECTING_OBJECT
4. POINT_AT_OBJECT
5. TALKING
6. HIGH_FIVE
7. DETECTING_FORCES
8. REACTING_TO_FEEDBACK
9. END

