

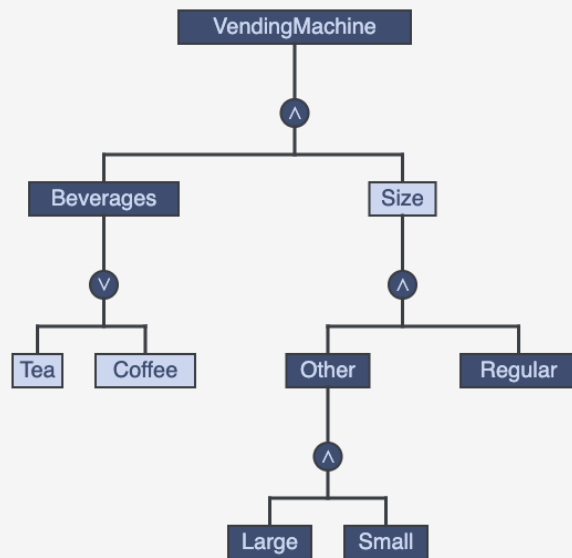
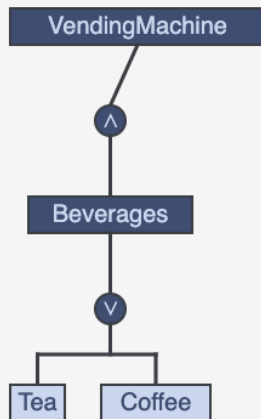
Base Evolution Plan – Sound Vending Machine Example

Time 0

Time 1

Time 2

RootFeature



Time 3

