StateNode

_controller
_vel_cmd
_timeout_duration
_entry_time

+ StateNode()
+ ~StateNode()
+ on_enter()
+ on_exit()
+ on_update()
# is_timeout()

DescendState

- _down_tag_processor

+ DescendState()
+ ~DescendState()
+ on_enter()
+ on_update()
+ on_exit()