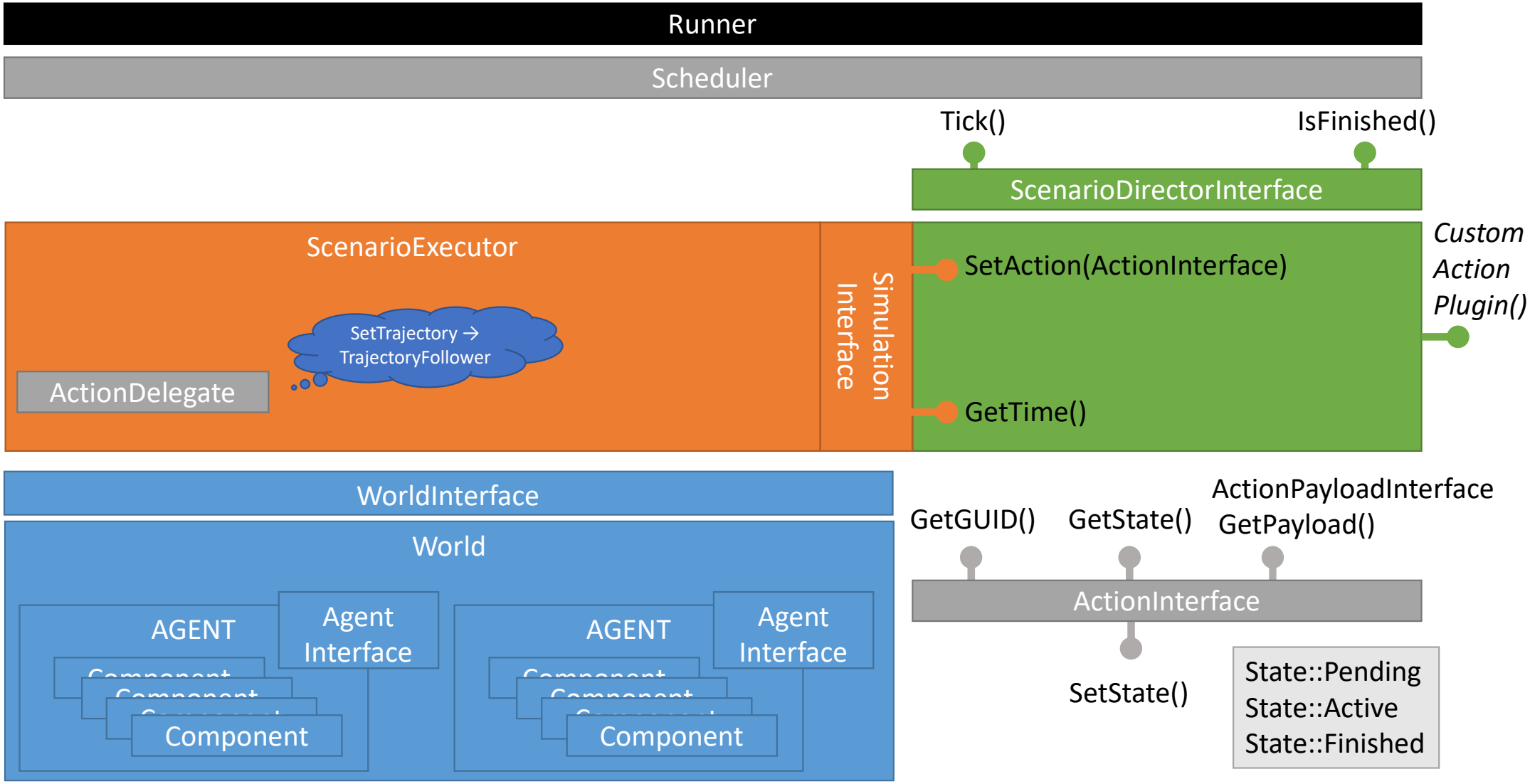
Runner
Scheduler
Tick()
IsFinished()
ScenarioDirectorInterface
ScenarioExecutor
SetTrajectory → TrajectoryFollower
ActionDelegate
Simulation Interface
SetAction(ActionInterface)
GetTime()
Custom Action Plugin()
WorldInterface
World
AGENT
Agent Interface
Component
AGENT
Agent Interface
Component
GetGUID()
GetState()
ActionPayloadInterface
GetPayload()
ActionInterface
SetState()
State::Pending
State::Active
State::Finished