You are playing a game with integers. You start with the integer 1 and you want to reach the integer target.

In one move, you can either:

* **Increment** the current integer by one (i.e., x = x + 1).
* **Double** the current integer (i.e., x = 2 \* x).

You can use the **increment** operation **any** number of times, however, you can only use the **double** operation **at most** maxDoubles times.

Given the two integers target and maxDoubles, return *the minimum number of moves needed to reach*target*starting with*1.

**Example 1:**

**Input:** target = 5, maxDoubles = 0

**Output:** 4

**Explanation:** Keep incrementing by 1 until you reach target.

**Example 2:**

**Input:** target = 19, maxDoubles = 2

**Output:** 7

**Explanation:** Initially, x = 1

Increment 3 times so x = 4

Double once so x = 8

Increment once so x = 9

Double again so x = 18

Increment once so x = 19

**Example 3:**

**Input:** target = 10, maxDoubles = 4

**Output:** 4

**Explanation:** Initially, x = 1

Increment once so x = 2

Double once so x = 4

Increment once so x = 5

Double again so x = 10

**Constraints:**

* 1 <= target <= 109
* 0 <= maxDoubles <= 100