**Reminders:**

* When simulating, use 93.5% thruster health

**Updates:**

**Current Tasks:**

1. **Hooking for championMode = 0:**
   1. Seems to be working so far
2. **Hooking for championMode = 1:**
   1. Strategy #1: Rotate slower than other sphere in the same direction to wait until the hooks are perpendicular, and then rotate at same speed as other sphere to maintain perpendicular hooks while hooking
   2. (Please propose other strategies here)
3. **Towing for championMode = 0:**
   1. Fix unhooking: currently our hook goes through the other sphere’s hook
   2. Rotate while towing?
   3. When pulling other sphere back, we can’t keep a constant speed or else the other sphere will collide into ours: perhaps increase speed that you are pulling back the sphere as time increases to maintain the tension between hooks
4. **Towing for championMode = 1:**
   1. Complete tasks for hooking in championMode = 0