**Stages of Missile:**

1. Idle
   * No automatic updates
   * Does nothing
2. Launch Stage
   * Max Forward Thruster Override for 1 second
3. Switch Targeting from Launcher to Missile
   * Waits one second after the launch state ends for the missile to orient itself to bring cameras to bare
4. On-Missile Guidance
   * Missile tracks target using its own LIDAR system
   * Target can be overridden by launcher target update
5. Proximity to Target (~50m)
   * Arm all warheads on missile

**Stages for On-Ship Launching System:**

1. Raycast From Camera
   * Directly Forwards
2. Launch Missile and Track Target
   * Detaches the missile merge block (numbered)
   * Continues tracking the target via LIDAR scanning
   * Send data to missile via radio
3. Terminate On-Ship LIDAR
   * After 3 seconds, terminate on-ship LIDAR tracking