Double Mirror

|  |  |  |
| --- | --- | --- |
| Version | Author | Notes |
| 1.0 | Jonah | * Based on z-06a * goes for both mirrors and then moves along the y-axis to get through the light quickly |
| 1.1 | Stephen | * got rid of setPositionTarget section of moveToPoint * modified upload and pic logic |
| 1.1.1 | Stephen | * Minor efficiency fixes * Increased durablility * Floats to endzone for endgame - lets us keep advantage |
| 1.1.2 | Stephen | * Fixed uploading logic |