Movement

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Movement
- linearVelocity: double   - angularVelocity: double   - clearAhead : bool   - collisionDist : float   - maxLineVel : double   - maxAngVel : double
+ Movement(const double, const double, const double)   + updateMinDist(float) : void   + computeVelocities() : pair<double, double>   + getClearAhead() : bool