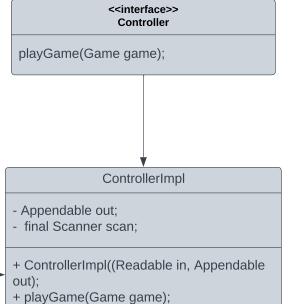


## Controller



pick();

shoot();

move();