

AObstacleManager::MoveDrone
ToOppositeOfGoal



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graph LR; A[AObstacleManager::MoveDroneToOppositeOfGoal] --> B[AObstacleManager::GetOppositePosition]
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The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'AObstacleManager::MoveDroneToOppositeOfGoal'. The right box is white and contains the text 'AObstacleManager::GetOppositePosition'. A dark blue arrow points from the right side of the left box to the left side of the right box.

AObstacleManager::GetOpposite
Position