

1. Entry

x_t Rocket Pose
State = [\dot{x}_t] = [Rocket Velocity]
 x_{target} Target Pose

2. Flip and Attitude Capture

u Intensity
Action = [φ] = [$\begin{matrix} \text{Pitch} \\ \phi \end{matrix}$]
 Yaw

3. Terminal Landing Burn

↓ $g = 1.63 \text{ m/s}^2$

Ideal Landing Location