

1. Entry

State = $\begin{bmatrix} x_t \\ \dot{x}_t \end{bmatrix} = \begin{bmatrix} \text{Rocket Pose} \\ \text{Rocket Velocity} \end{bmatrix}$
Target Pose

2. Flip and Attitude Capture

Yaw
Pitch

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

3. Terminal Landing Burn

$g = 1.63 \text{ m/s}^2$

Ideal Landing Location