Piet’s navigation

Inspired by the esoteric programming language Piet, today's task will be to make a "navigation" system based on colors.

Now imagine moving sequentially through the "pixels/squares" (however big or small, it doesn't matter) of a Piet Mondrian painting that contains information about getting from point A to point B. Hue and saturation each pixel carries information about a certain direction in which we move. For our purposes, we will simplify the "picture" to a one-dimensional sequence of colors.

We have the following rules:

1. The shade determines the direction according to the following table:

Green - right

Yellow - up

Red - left

Blue – down

1. The saturation of the pixel determines the magnitude of the motion:

Light - step -1 in direction of travel

Dark - +1 step in the direction of movement