

APPROACH

We solve the problem in reverse manner. We move from target to 1, because in this way you get more utilization of maxDoubles, as a result we can minimise the moves.

When target is an even number we can decrease the target by half if maxDoubles are available.

When target is odd we just decrease the target by 1.
After the maxDoubles are finished, we just decrease each time by 1. (i.e. target-1 times).