

```
@startuml
[*] -right-> One
One -right-> Land
Land -right-> ResetHeading
ResetHeading -right-> LeaveLatch
LeaveLatch -down-> IsStuck
IsStuck -down-> FailS1
FailS1 -left-> FailS2
FailS2 -up-> IsStuck
IsStuck -left-> SlideAway
SlideAway -left-> DriveForward
DriveForward -left-> GoldTurn
GoldTurn -left-> Look

Look -down-> leftPosition
leftPosition -down-> LeftDrive
LeftDrive -down-> LeftBackward
LeftBackward -down-> LanderTurn
LanderTurn -down-> FaceDepoL
FaceDepoL -down-> DepoSlideL
DepoSlideL -down-> CraterTurn

Look -down-> rightPosition
rightPosition -down-> RightDrive
RightDrive -down-> RightBackward
RightBackward -down-> LanderTurnR
LanderTurnR -down-> FaceDepoR
FaceDepoR -down-> DepoSlideR
DepoSlideR -down-> CraterTurn

Look -down-> centerPosition
centerPosition -down-> CenterDrive
CenterDrive -down-> CenterBackward
CenterBackward -down-> LanderTurnC
LanderTurnC -down-> FaceDepoC
FaceDepoC -down-> DepoSlideC
DepoSlideC -down-> CraterTurn

CraterTurn -right-> CraterReset
CraterReset -right-> MarkSlide
MarkSlide -right-> DepoDrive
DepoDrive -right-> Pause
Pause -down-> CraterDrive
CraterDrive -left-> FaceCrater
FaceCrater -left-> CraterExtend
CraterExtend -left-> [*]
@enduml
```