

VEX AIR VIRTUAL FLIGHT – UNIT 5 MISSION LOG

Mission: No-Turn Diamond

Location: Ring Layout

Module: Magnet

Mission Objectives:

- Combine roll (side-to-side), pitch (forward/backward), and throttle (up/down) to fly through all three yellow rings without turning (yaw)
- Complete the flight path with as few collisions as possible
- Land on the platform

Mission Prep:

Note which features of the controller are used to control roll, pitch, and throttle:



Log your practice flights. Note things like how you used joysticks together for complex movements.

Flight #	Steering Mode	Duration (min/sec)	Mission Complete?	Collision Count	Reflection

Flight School Badge Criteria

Mission: No Turn Diamond

Badge Level	Success Criteria
	• 4 or more collisions • Flight Time > 2:00
	• 2-3 collisions • Flight Time < 2:00
	• 0-1 collisions • Flight Time < 1:30