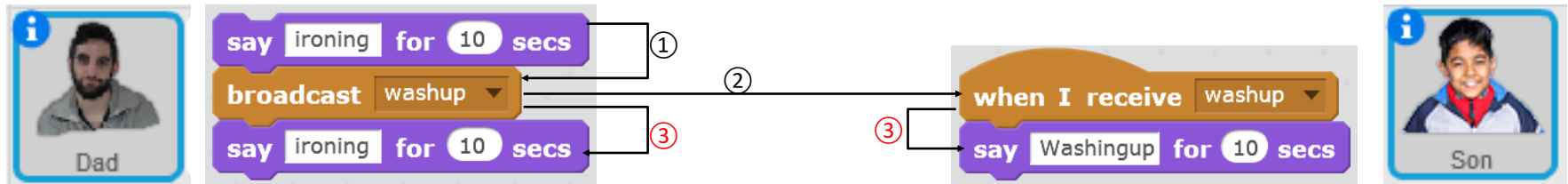


# Workflow

Code in one script, sprite or stage changing code in another script, sprite or stage

## Everyday Workflow, Person to Person, Sprite to Sprite, **without waiting**

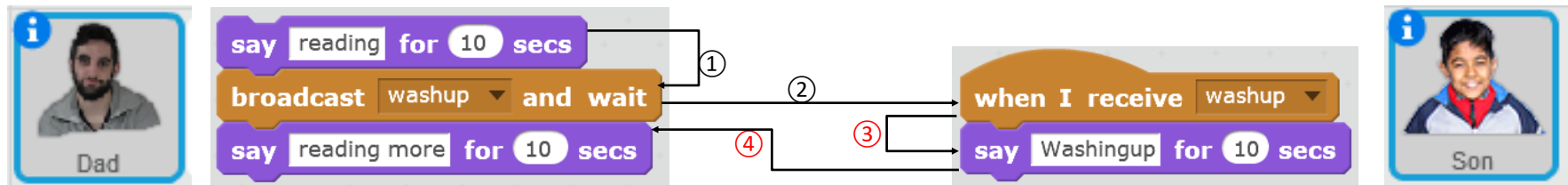
Dad, who is ironing, asks his son to washup. Dad then continues ironing **without waiting** for his son to finish first



Script in one sprite triggers script in another sprite before continuing immediately.

## Everyday Workflow, Person to Person, Sprite to Sprite, **with waiting**

Dad, who is reading, asks his son to washup. Dad **waits** to hear that his son has finished before reading more.



## Everyday Workflow, Person to Multiple Persons, Sprite to Multiple Sprites

Mum, who is reading to her son, asks Dad and her Daughter to collect the washing in from the garden. She could carry on reading immediately or wait until they have finished before reading.