

Building a Workflow with CrewAI

Instructor

Alessandro Romano

Senior Data Scientist - Kuehne Nagel





Game Flow



Game Flow

Steps

Start

- Initiate the game session.
- Randomly determine if player wins or loses.



Game Flow

Steps

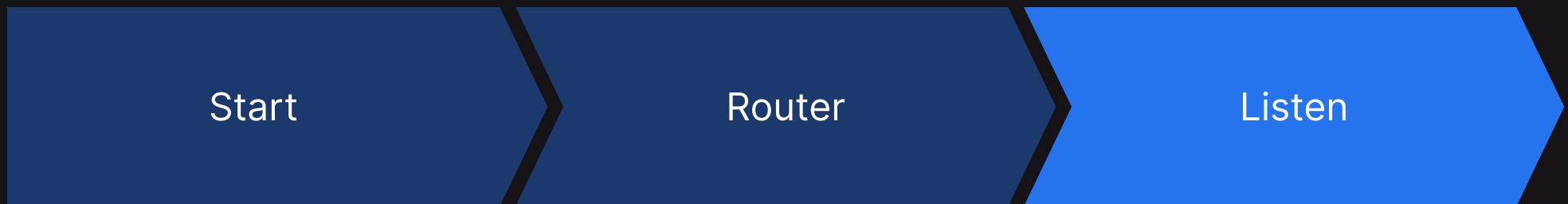


- Initiate the game session.
- Randomly determine if player wins or loses.
- Evaluate the outcome.
- Route player to either "Win" or "Lose" path.



Game Flow

Steps

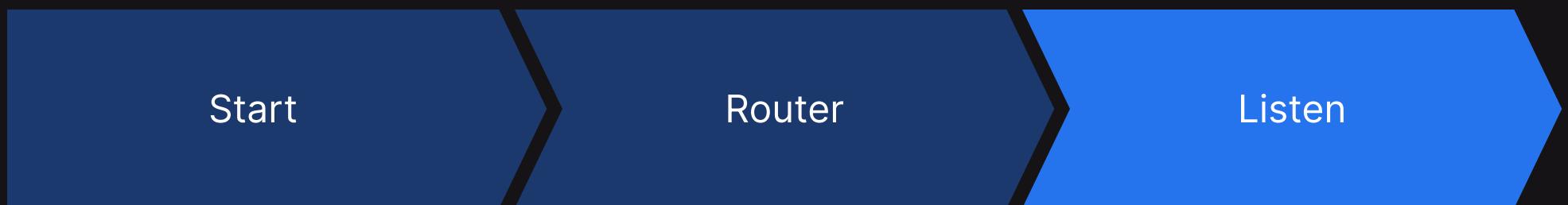


- Initiate the game session.
- Randomly determine if player wins or loses.
- Evaluate the outcome.
- Route player to either "Win" or "Lose" path.
- Display appropriate message based on outcome.



Game Flow

Steps



- Initiate the game session.
- Randomly determine if player wins or loses.
- Evaluate the outcome.
- Route player to either "Win" or "Lose" path.
- Display appropriate message based on outcome.

Outcome: Demonstrates using start, router, and listen for a structured, event-driven flow in a game context.

Hands On

Thank You