**NPC Physical process**

1. Move to OBJECT

2. If ATTATCHED CHAIR (OBJECT-chair)(Make sure nearby), SIT

3. PERFORM ANIMATION (or WAIT)

4. TOUCH SCRIPTED OBJECT

**Program actions**

1. Receive work task with goals

2. Decompose goals and determine what METHODs need to be called by which OBJECTS with which PARAMETERS (store this information)

3. Get ANIMATION information about the OBJECT and METHOD combination

5. Find extra physical information such as CHAIRS

4. Add all tasks to queue (see NPC Physical processes)

~~ NPC Performs actions ~~

5. When the scripted objects asks for parameter and method information, provide it given the OBJECT and NPC ids.

**Script actions**

1. When touched, if NPC:

2. Receive method and parameter information via RegionModule given OBJECT id and NPC id.

3. Directly make php request with the given methods and parameters

(Other changes of object state will be handled by service invocations)