# Scheduled methods

## Review

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| --- | --- |
|  | **FirstPriority (Infinity)** |
| CollaborationBuilder.finishSimulation() | FirstPriority (Infinity) |
|  |  |
| Agent.step() | 100 |
| GameController.firstStep() | -2000 |
| GameController.step() | -3000 |
|  |  |
| CollaborationBuilder.checkForActivity() | LastPriority (-Infinity) |
|  | **LastPriority (-Infinity)** |