

1 WORK BEGINS AGAINST EXPLICIT INPUT VERSIONS

Accepted plan references: Shot A a1 · Shot B b1 · Music m1

Shot A and music are accepted. A render using Shot B specification b1 is still running.

2 THE OWNER ACCEPTS AN UPSTREAM REVISION

Shot B: b1 → b2 The accepted camera direction changes; a1 and m1 stay current.

UNCHANGED DEPENDENCIES

Retain A and music

Their declared inputs remain a1 and m1. No repair is needed.

Repair follows declared dependencies, not a blanket restart of the whole project.

reuse accepted artifacts

REPLACEMENT WORK

New B candidate

Replacement work uses b2. Worker returns an artifact reference and status.

criteria fail: bounded repair

candidate output

Coordinator checks

Are input versions still current?
Does the output meet the task's acceptance criteria?

both checks pass

Accept the new B artifact

Record version and lineage.

Reassemble the release

Use accepted A, the new B artifact and the accepted music.

candidate release

Verify and publish

Check current dependencies and stored media; commit through authorized publication.

LATE COMPLETION

Old B candidate

Attempt 1 used b1. It finishes after b2 becomes current.

stale

Superseded attempt

Preserve output and costs in history. Do not make this result current.

Assembly depends on B, so it must use the newly accepted B artifact.