

Loop and Orchestration Design Review

Use this checklist in your next design review. Tick each statement that is true for your agent today. Thresholds and intervals in the guide are recommended starting points; calibrate to your environment.

PATTERN SELECTION

- ☐ Every agent task is mapped to a pattern: fixed workflow, workflow with a bounded loop, single-agent loop, planner and executor, or supervisor with specialists.
- ☐ The simplest pattern that fits was chosen, and each move to a more complex pattern is justified by a measured failure.
- ☐ Any multi-agent design is justified in writing, naming the problem the extra agent solves.
- ☐ Long tasks have a plan that is reviewed before execution.

LIMITS

- ☐ A maximum number of steps is enforced by the harness.
- ☐ A time limit is enforced by the harness.
- ☐ A cost limit is enforced by the harness.
- ☐ Alerts fire when a run approaches or exceeds its limits.

STOP AND HANDOFF

- ☐ Repeated actions are detected, with a stop after two or three repeats as a starting point.
- ☐ A defined handoff to a person happens when limits are reached or confidence is low.
- ☐ A deliberately stuck agent has been tested and stops with a useful summary.

COMPLETION AND HANDOFFS

- ☐ Completion is verified against a checklist or independent check, not only the agent's own claim.
- ☐ Handoffs between agents use structured records with required fields.
- ☐ Outputs are validated at each handoff so one agent's error does not cascade.

Score: ____ of 14. Any unticked box is a gap to close before the agent handles real work.

Full guide: readyforrole.com/blog/loop-engineering-orchestration-patterns.html | Series hub: readyforrole.com/blog/enterprise-ai-agent-engineering.html | support@readyforrole.com