H1:

```
this.magicSpoon turn RIGHT , 2.0 , asSeenBy this.cauldron , duration 5.0   add detail
```

H2:

```
this.witch say "Abrakadabra" , duration 2.0   add detail
this.magicSpoon turn RIGHT , 2.0 , asSeenBy this.cauldron , duration 5.0   add detail
this.dragonBaby setOpacity 1.0   add detail
this.dragonBaby think "Mama?"   add detail
this.witch Party
```

H3:

```
do together
    this.witch say "Lass uns die Welt retten,Kleiner!"   add detail
    this.witch moveTo this.dragonBaby   add detail
    this.witch setVehicle this.dragonBaby
```

H4:

```
do together
    this.humvee move FORWARD , 2.0   add detail
    this.humvee getBackWheels turn FORWARD , 2.0   add detail
    this.humvee getFrontRightWheel turn FORWARD , 2.0   add detail
    this.humvee getFrontLeftWheel turn FORWARD , 2.0   add detail
```

H5:

```
do together
    this.teenPerson  move  FORWARD , 0.5  add detail
    this.teenPerson  getRightShoulder  turn  RIGHT , 0.125  add detail
    this.teenPerson  getLeftShoulder  turn  RIGHT , 0.125  add detail
    this.teenPerson  getLeftHip  turn  FORWARD , 0.08  add detail
    this.teenPerson  getRightHip  turn  BACKWARD , 0.08  add detail
    this.teenPerson  getRightKnee  turn  FORWARD , 0.08  add detail

do together
    this.teenPerson  move  FORWARD , 0.5  add detail
    this.teenPerson  straightenOutJoints  add detail

do together
    this.teenPerson  move  FORWARD , 0.5  add detail
    this.teenPerson  getRightShoulder  turn  LEFT , 0.125  add detail
    this.teenPerson  getLeftShoulder  turn  LEFT , 0.125  add detail
    this.teenPerson  getLeftHip  turn  BACKWARD , 0.08  add detail
    this.teenPerson  getRightHip  turn  FORWARD , 0.08  add detail
    this.teenPerson  getLeftKnee  turn  FORWARD , 0.08  add detail

do together
    this.teenPerson  move  FORWARD , 0.5  add detail
    this.teenPerson  straightenOutJoints  add detail
```