1. Introduction
   1. Motivation
   2. Goals
      1. Related Questions
   3. Organization
2. Game Flow Analysis
   1. Introduction
   2. Related Work
   3. Final Considerations
3. Provenance
   1. Introduction
   2. Open Provenance Model
   3. PROV
   4. Final Considerations
4. Provenance in Games
   1. Introduction
   2. Data Model
   3. Data Structure
   4. Information Storage
   5. Provenance Visualization
   6. Final Considerations
5. Implementation (Possible title change)
   1. Introduction
   2. SDM
      1. Guiding Example
   3. Provenance Gathering
   4. Provenance Analysis (Proof Viewer)
      1. Node Representations
      2. Edge Representations
      3. Node Filters
      4. Edge Filters
   5. Final Considerations
6. Evaluation
   1. Introduction
   2. Experiment Planning
   3. Experiment Execution
   4. Statistical Analysis
   5. Threats to Validity
   6. Final Considerations
7. Conclusion
   1. Contributions
   2. Limitations
   3. Future Work
8. Appendix A: Survey
9. Appendix B: Decision Trees
10. Appendix C: Survey Forms