1. Introduction
   1. Motivation
   2. Goals
   3. Research Questions
   4. Organization
2. Game Flow Analysis
   1. Introduction
   2. Usage (*Undecided title)* (Data mining, Storytelling, aid understanding …)
   3. *Undecided title* (how games do this: replays, statistics graphs, endgame summary)
   4. Related Work (Studies done about this)
   5. Final Considerations
3. Provenance
   1. Introduction
   2. Open Provenance Model (Possible subsections with peculiarities)
   3. PROV (Possible subsections with peculiarities)
   4. Comparison between provenance models (OPM vs. PROV)
   5. 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
   3. Guiding Example (Possible subsection, depends if there are any under SDM)
   4. Provenance Gathering
   5. Provenance Analysis (Proof Viewer)
      1. Node Representations
      2. Edge Representations
      3. Node Filters
      4. Edge Filters
   6. 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