Rules of the game:

UX Scape is a turn-based game.

Action available and possible per turn:

- Draw a ration of water
- Draw a ration of wood
- Draw a card from the shipwreck
- Use the Observation method
- Use the interview method, question another shipwrecker in order to find his constraint / competence
- Use character action

At the end of each round table, **a collective decision** must be made: try to leave the island and build the raft or stay and go around the table again.

If you decide to leave the island, you have 10 minutes to build your raft: 5 minutes of mock-up (studio design workshop), then 5 minutes of prototyping (building) your raft.

At the end of this time, the facilitator will tell you whether your attempt is a success or a failure, according to the criteria that only he knows:

- Success: Congratulations, the game is over
- Failure: You draw a chance card before returning to the island