Game scope scan canvas

YES	NO	DOUBT	NOT RELEVANT	Dominant Theory(s)
YES	NO	DOUBT	NOT RELEVANT	

Tasks / actions / improvements

1. Stack the cards in the right order.
2. Taking turns, pull a card from the stack and read the question aloud.
3. Discuss the answer with your fellow players.
4. Put the card on the canvas on the section that corresponds to the choice (yes, no, doubt, not relevant) you have agreed upon with your fellow players and repeat this until all cards have been distributed and discussed.
5. Look at the questions that have been put on NO or DOUBT. Together, select the three most important questions you want to ask the game developer.
6. Identify the most dominant theories in your design and place the corresponding cards on the canvas.
7. Write down the tasks, actions and improvements you want to set in motion.