

SYSTEM OWNERSHIP WORKSHEET

System Boundary Worksheet

Define ownership, authority, interfaces, invariants, exclusions, and evidence before changing a game system.

Define ownership, authority, interfaces, invariants, exclusions, and evidence before changing a game system. Use one identified candidate, system, operation, or decision per copy so the record remains reviewable.

USE THIS RESOURCE WHEN

- Use it before changing a feature whose owner or boundary is unclear.
- Ownership, evidence, or decision authority must be explicit.
- Another person must be able to review or reproduce the result.



Free Academy resource

English • A4 edition • Fillable PDF • v1.0

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How to use it

Define ownership, authority, interfaces, invariants, exclusions, and evidence before changing a game system. Use one identified candidate, system, operation, or decision per copy so the record remains reviewable.

HOW TO USE IT

- 1 Identify the exact subject and baseline before filling the working sections.
- 2 Separate verified facts from assumptions and unresolved questions.
- 3 Link evidence to the candidate, build, version, or decision it actually supports.
- 4 Record an accountable decision, owner, and next trigger before closing the document.

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USE AND SHARING

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1. Identity and promise

System / feature

Be specific. Name the source, evidence, owner, and decision where applicable.

Player-facing promise

Be specific. Name the source, evidence, owner, and decision where applicable.

Boundary — what is inside?

Be specific. Name the source, evidence, owner, and decision where applicable.

Owner — who controls its lifecycle?

Be specific. Name the source, evidence, owner, and decision where applicable.

2. Authority and interfaces

Authoritative state

Be specific. Name the source, evidence, owner, and decision where applicable.

Permitted inputs / requests

Be specific. Name the source, evidence, owner, and decision where applicable.

Outputs / events

Be specific. Name the source, evidence, owner, and decision where applicable.

Authorized consumers

Be specific. Name the source, evidence, owner, and decision where applicable.

3. Rules and exclusions

Invariants — what must remain true?

Be specific. Name the source, evidence, owner, and decision where applicable.

Dependencies — required / optional

Be specific. Name the source, evidence, owner, and decision where applicable.

Prohibited direct mutations

Be specific. Name the source, evidence, owner, and decision where applicable.

Non-goals / out of scope

Be specific. Name the source, evidence, owner, and decision where applicable.

4. Change and evidence

Failure boundary — detection, reporting, recovery

Be specific. Name the source, evidence, owner, and decision where applicable.

Permitted change

Be specific. Name the source, evidence, owner, and decision where applicable.

Refused change

Be specific. Name the source, evidence, owner, and decision where applicable.

4. Change and evidence — continued

Acceptance evidence

Be specific. Name the source, evidence, owner, and decision where applicable.

Unknowns / required decisions

Be specific. Name the source, evidence, owner, and decision where applicable.