



## Application Note:

# Considerations when migrating from **Legacy Blueprint Use Cases to Blueprint Processes**

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April 2021

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## **1. Overview**

This document outlines things to consider when migrating from using Use Cases in Legacy Blueprint to Processes in the new Blueprint. Blueprint Processes are newer and were designed to overcome many of the limitations large organizations experienced when using use cases. It should be noted that they are both 'equivalent' in their ability to effectively model user-system interaction, but Blueprint processes provide greater consistency across large groups of users and they 'guide' users toward higher-quality models that result in higher-quality outputs.

Below are two tables - one that summarizes the advantages of Blueprint Processes as compared to Use Cases, and another that summarizes the advantages of Use Cases as compared to Blueprint Processes.

## Considerations when migrating from Legacy Blueprint Use Cases to Blueprint Processes

		Benefit				
Section in this document	Process Advantage	Helps non-expert users create	Better Model Communication	Consistency across users	Alignment across disciplines	higher quality generated outputs
2.1	Enforces alternating user-system steps	X	X	X		X
2.2	Simplifies includes/extends	X	X			
2.3	Model/Connect Business, User-Sys, Sys-Sys	X	X		X	
2.4	Explicit support for Decision Types	X	X			X
2.5	Autogenerate user stories	X		X	X	
2.6	Autogenerate gherkins	X		X	X	
2.7	Smart copy-paste	X		X		
2.8	Inline help and overall ease-of-use	X				
2.9	'Do Nothing' allowed on user choices	X	X			
2.10	Include any artifact	X	X			
2.11	Navigation breadcrumb	X			X	
2.12	Drag-drop editing	X				
2.13	Paste images into System Responses	X				

**Table 1: Advantages of Processes over Use Cases**

## Considerations when migrating from Legacy Blueprint Use Cases to Blueprint Processes

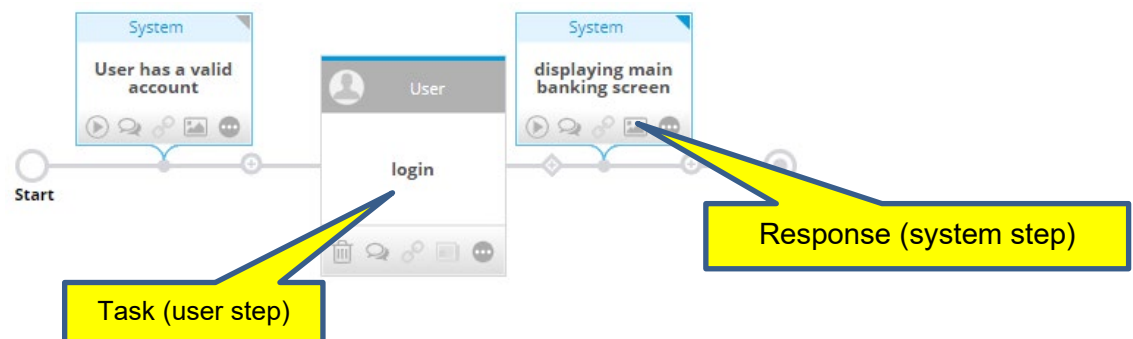
Legacy Blueprint Use Case Advantage	Comments
Live-synchronized Use Case Diagram	There is no live synchronized use case diagram, but use case diagram can be created in a 'model' artifact and individual use case shapes linked to process artifacts
Textual/Doc-Style Editor for Use Cases	There is no doc-style editor, but there is a text read-only view
UI Mockup Artifacts on Steps	Users cannot associate mockup artifacts to steps, but they can associate screen shots
Use Case Simulation	There is currently no simulation capability, but users can walkthrough manually using the editor
Use Case "Exit"	Currently the only "Exit" for a Storyteller Process is the post-condition of that process

**Table 2: Advantages of Use Cases over Processes**

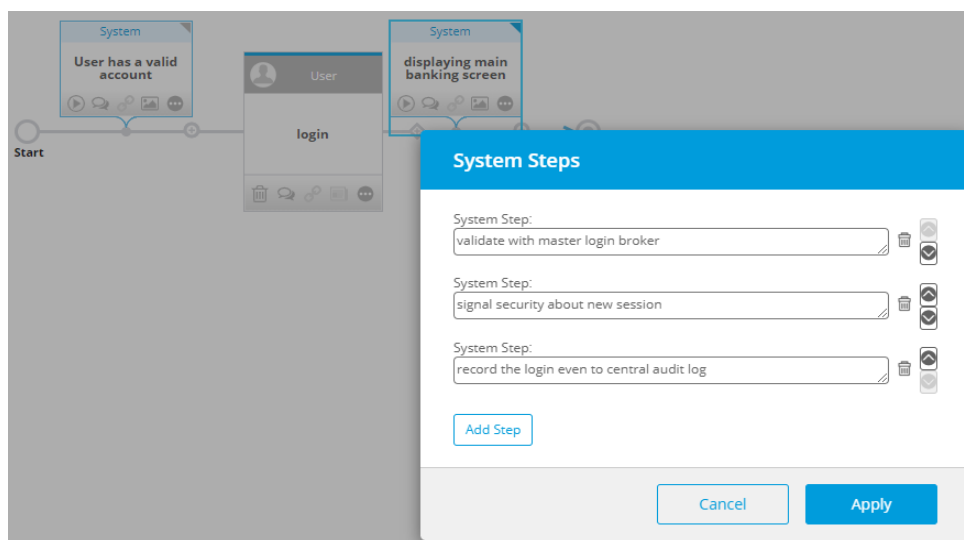
## 2. Advantages of Processes over Use Cases

### 2.1 Enforces Alternating User-System Steps

In a Blueprint process a user step is always associated with a corresponding system step to form an 'action/reaction' pair. The system step portion can be hidden from view (using the 'System steps' switch) but it cannot be deleted. This enforces the standard good-practice of use cases modeling a dialog between two objects. Because of this people can rely on all processes being well-structured, it guides non-experts in proper structure, and as a side effect the tests that are generated will similarly be well-structured.

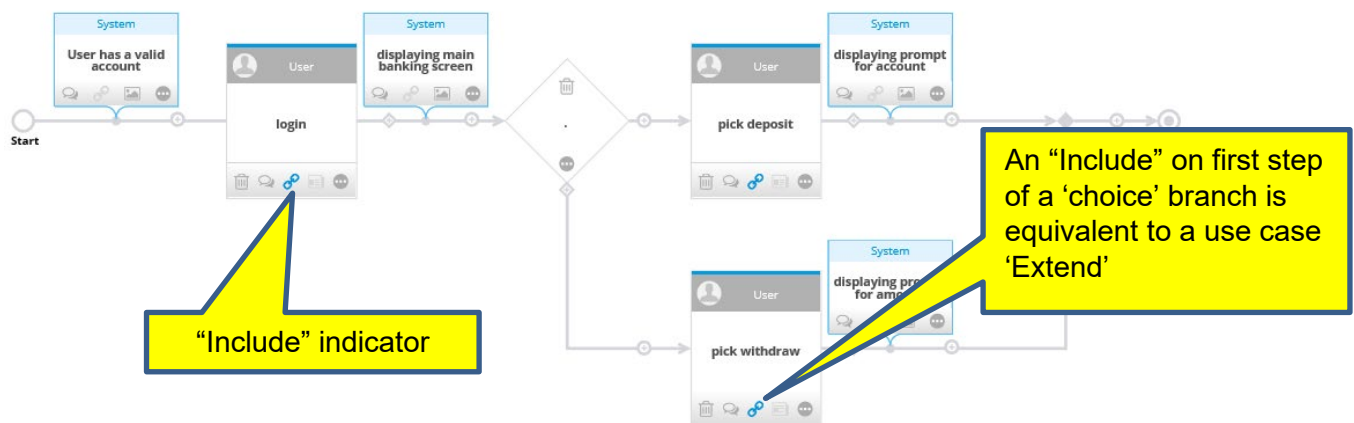


Note in cases where there is significant system processing that occurs between the user action and the 'observable' system response, the user can document a series of system processing steps by clicking the 'dog-ear' on the system response as shown in the following diagram.



### 2.2 Simplified Includes/Extends

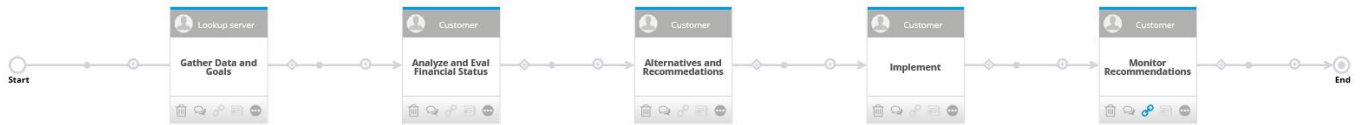
Beginners and novices to use cases often experienced trouble using *includes* and *extends* and understanding the differences between them. Blueprint processes reduce these two down into a single simple construct, yet without losing any the power or benefits. An 'Include' is the simpler relationship and that is what processes support. Any process User Task or System Response can have an 'include'. An extend simply becomes an include that occurs on the first step of a choice. This is far simpler to understand and use and doesn't sacrifice any capability whatsoever.



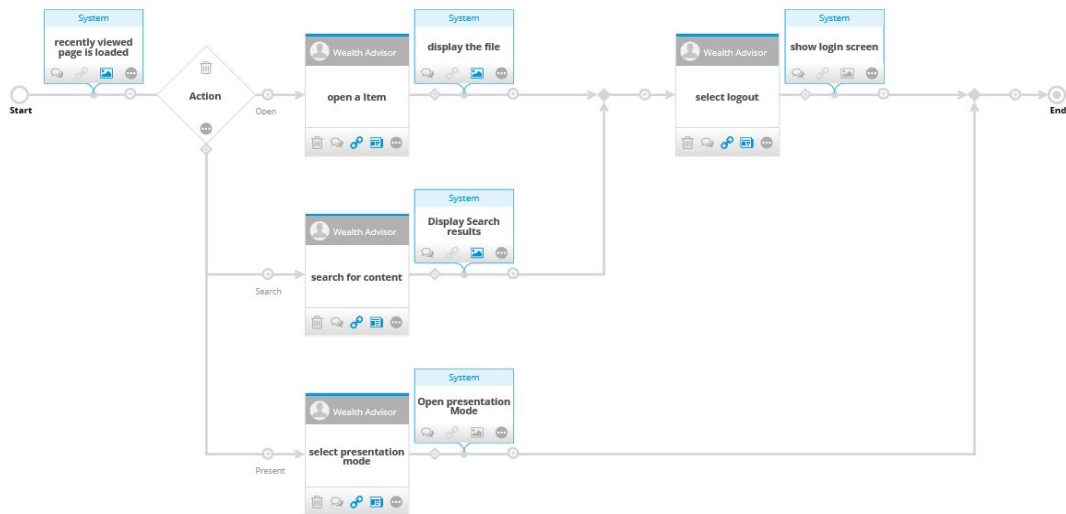
### 2.3 Model Business, User-System, or System-System

Process artifacts can effectively model Business Processes ("System steps" switch off), or can explicitly model dialogs between objects ("System steps" switch on). Those dialogs could be between any objects that interact with each other. Most common however is between a user and a system, but it could be multiple systems interacting with each other. In the case of RPA it would typically be a robot or 'Digital Worker' interacting with multiple applications.

## Considerations when migrating from Legacy Blueprint Use Cases to Blueprint Processes



### Business Process example



### User-System Process example



### System-System Process example

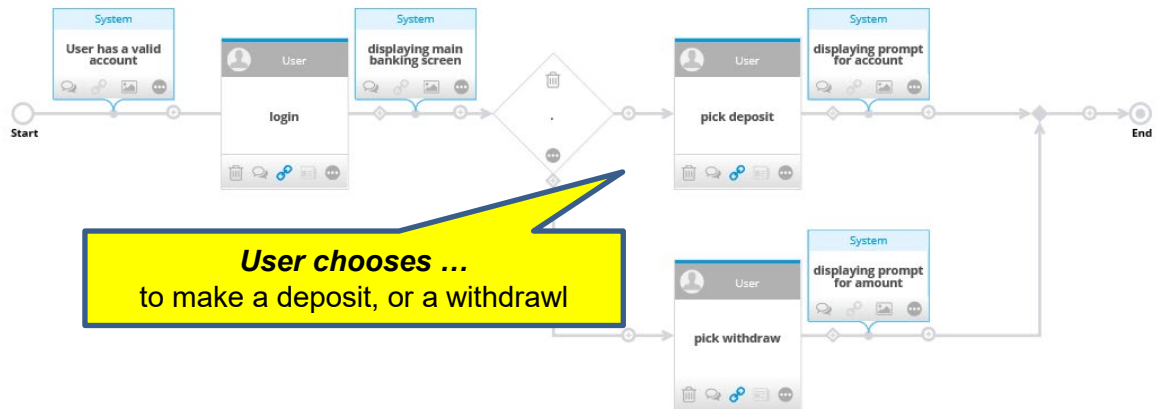
## 2.4 Explicit Decision Types

Processes provide support for user “*choices*” and system “*conditions*”. The first is based on a conscious choice of the user while the other is based on a condition of the system. While this distinction may sound trivial, it can be extremely important to understand this when building and testing applications.

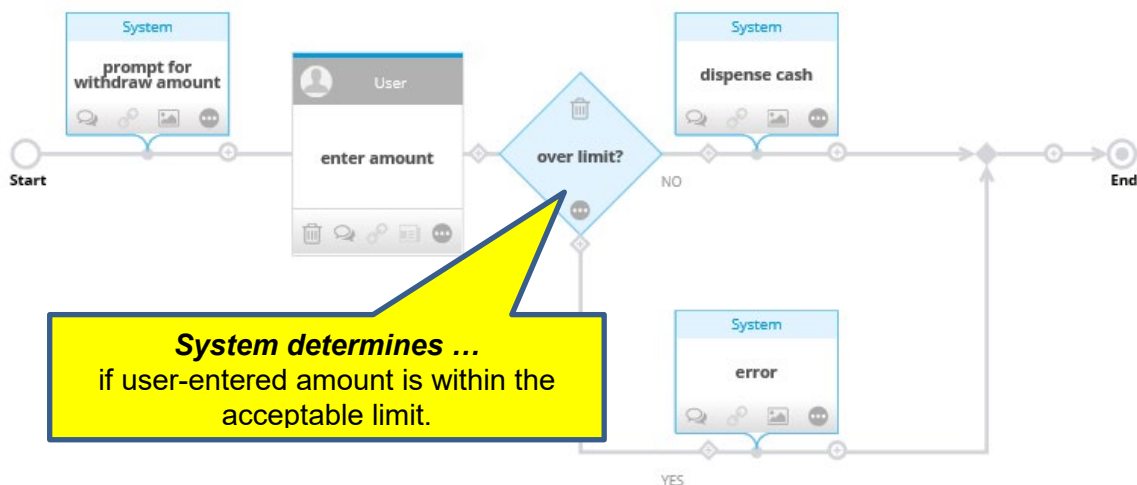


## Considerations when migrating from Legacy Blueprint Use Cases to Blueprint Processes

Having these decision types readily accessible helps keep them top-of-mind with the user and can help them create high-quality models and auto-generated artifacts.



User "Choice"



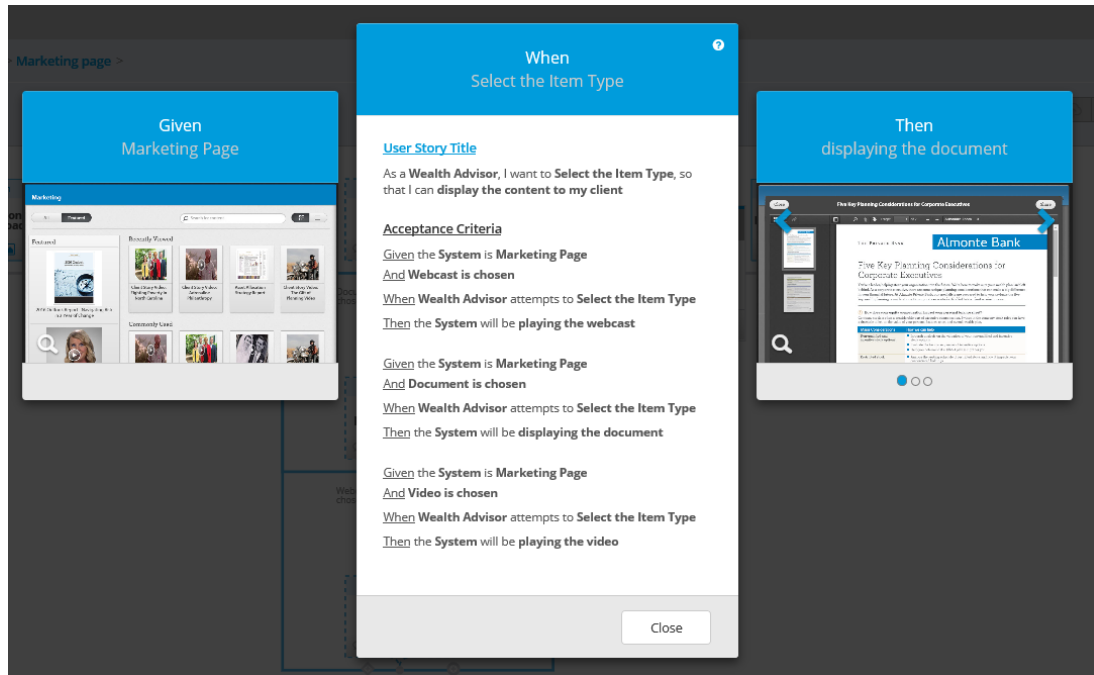
System "Condition"

## 2.5 Auto-generate User Stories

Blueprint automatically generates user stories from the processes. One user story is generated for each 'User Task' in the process. You can generate the story for a selected task, or for all the tasks at once. The story contains a well-formatted Story Title (*As a \_\_\_ I want to \_\_\_ ...*), Acceptance Criteria populated with Given-When-Then statements, an attached Feature File with gherkin script, and attached images for all the screen-shots from the model. These user stories can be generated at any level of the

## Considerations when migrating from Legacy Blueprint Use Cases to Blueprint Processes

model – although it is most typical to generate at the lowest level. They can also be auto-synchronized to agile task management tools like JIRA, Rally, VersionOne, Team Foundation Server, or others.



Automatically Generated User Story, with associated Screen shots

## 2.6 Auto-Generate Gherkins

For every user story, Blueprint automatically generates and attached a gherkin feature-file. The content of this file is created based on the information within and structure of the process model.

```
select an item-20161124-163841 - Notepad
File Edit Format View Help
Feature: select an item
As a Wealth Advisor, I want to Select the Item Type, so that I can display the content to my client

Scenario: select an item@54034@Scenario 1
  Given the System is Marketing Page
  And Webcast is chosen
  When Wealth Advisor attempts to Select the Item Type
  Then the System will be playing the webcast

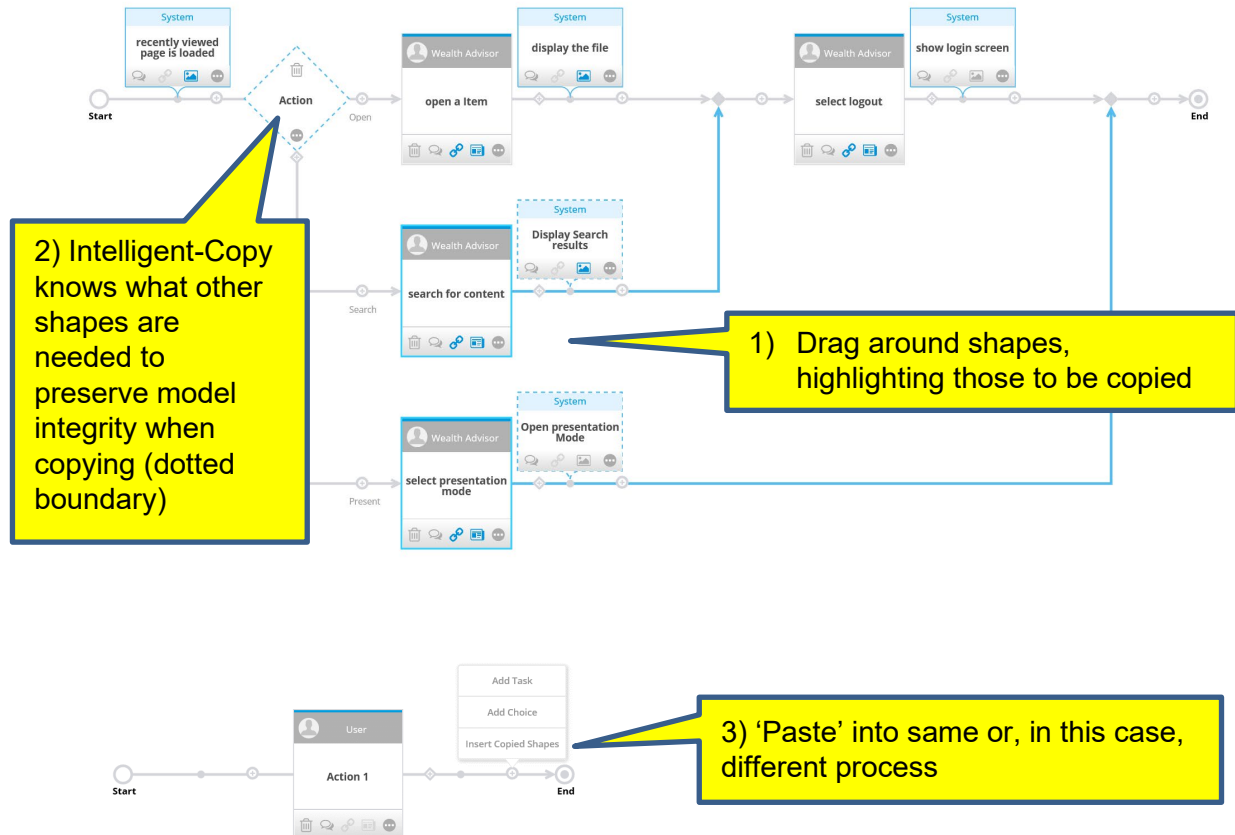
Scenario: select an item@54034@Scenario 2
  Given the System is Marketing Page
  And Document is chosen
  When Wealth Advisor attempts to Select the Item Type
  Then the System will be displaying the document

Scenario: select an item@54034@Scenario 3
  Given the System is Marketing Page
  And Video is chosen
  When Wealth Advisor attempts to Select the Item Type
  Then the System will be playing the video
```

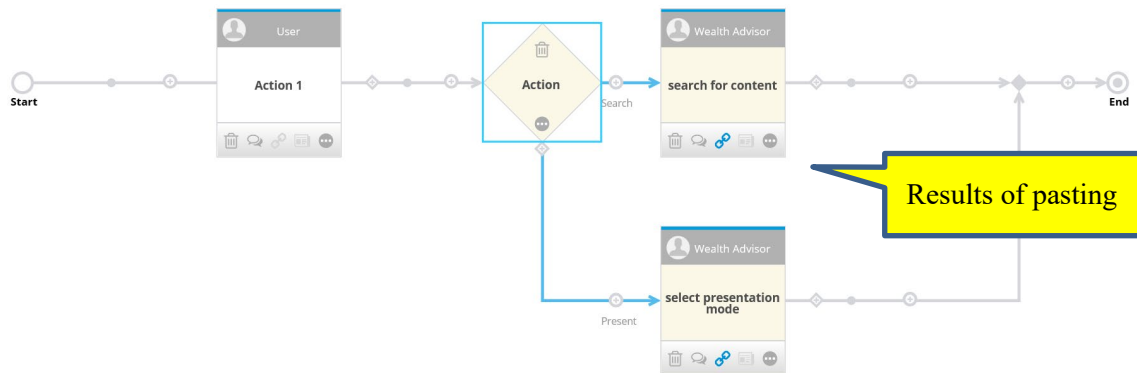
### Example of an auto-generated gherkin feature file

## 2.7 Smart Copy-Paste

Blueprint processes adhere to a set of rules which enforce good practices and help keep models consistent and interoperable regardless of who created them. Smart copy-paste allows users to make copies of process portions while ensuring these rules are always enforced. The diagrams below show an example:

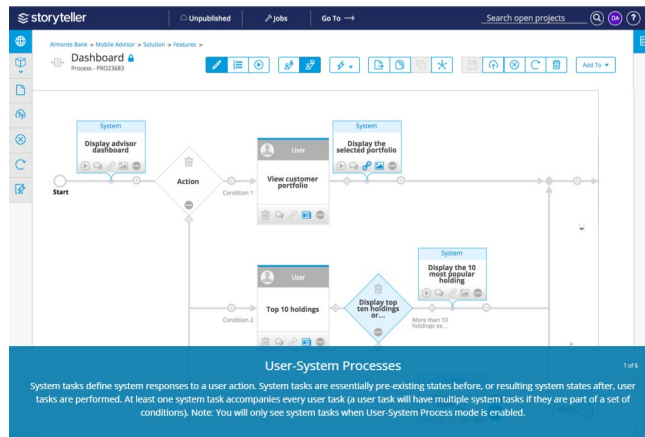


## Considerations when migrating from Legacy Blueprint Use Cases to Blueprint Processes



## 2.8 Inline Help and Overall Ease of Use

Blueprint's design assumes users have no technical background, and is usable by a broad range of user proficiency levels from casual/novice to expert. It includes video tutorials and inline contextual help. In addition, it was designed using a structured, fixed layout with minimal shapes (four in total) from which systems of any size or complexity can be effectively modeled.

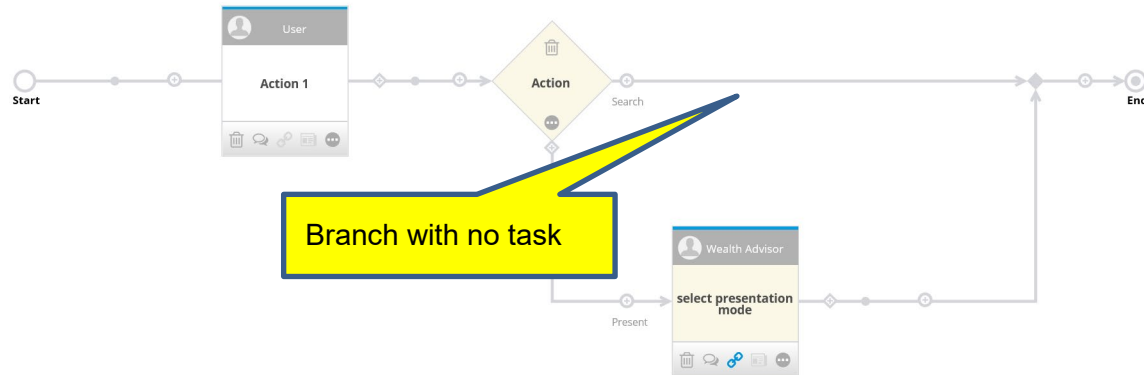


Example walkthrough guide

## 2.9 “Do Nothing” Branch Allowed on User Choices

There were often situations in a use case where users wanted to have a do-nothing option alongside other choices. Use Cases however didn't allow for this, forcing users to have an empty step which they would label “dummy” or “null” or “do nothing”. Blueprint processes allow users to have a branch that with no explicit task on it, thereby solving this problem.

## Considerations when migrating from Legacy Blueprint Use Cases to Blueprint Processes

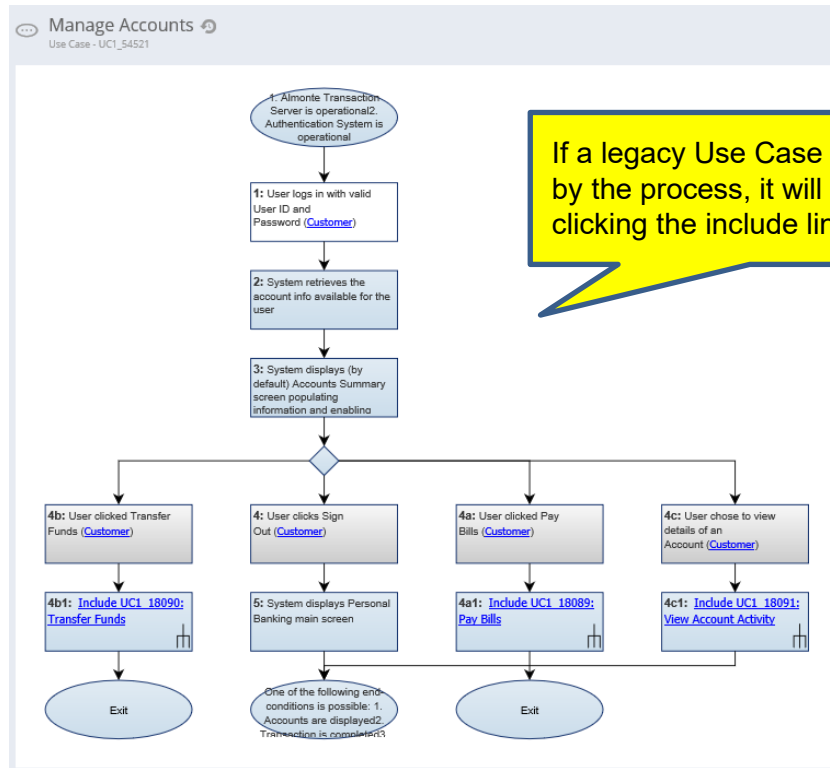


### 2.10 Include Any Artifact

Blueprint Processes let you include not only sub-processes, but any other type of artifact as well – even artifacts created by legacy Blueprint. Example might be a business process, domain diagram, screen mockup, actor, use case diagram, use case, document, storyboard, glossary, or textual requirement.



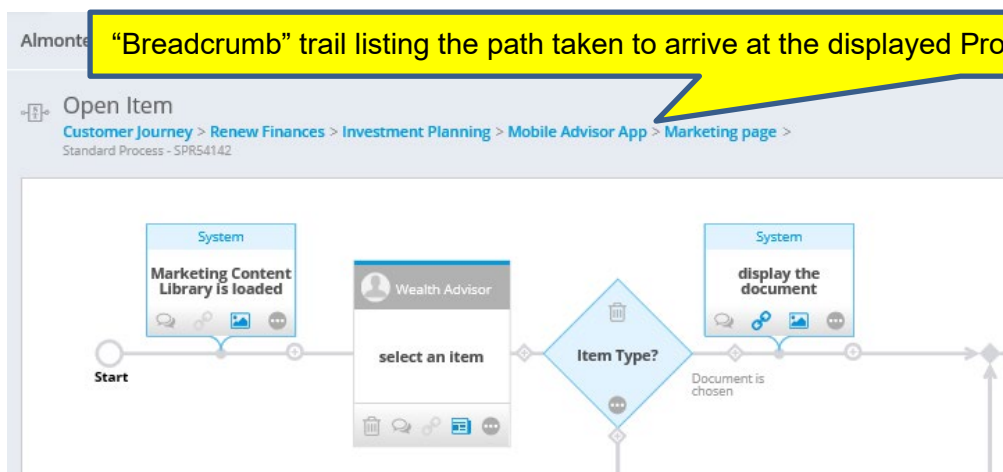
## Considerations when migrating from Legacy Blueprint Use Cases to Blueprint Processes



If a legacy Use Case was “included” by the process, it will appear after clicking the include link

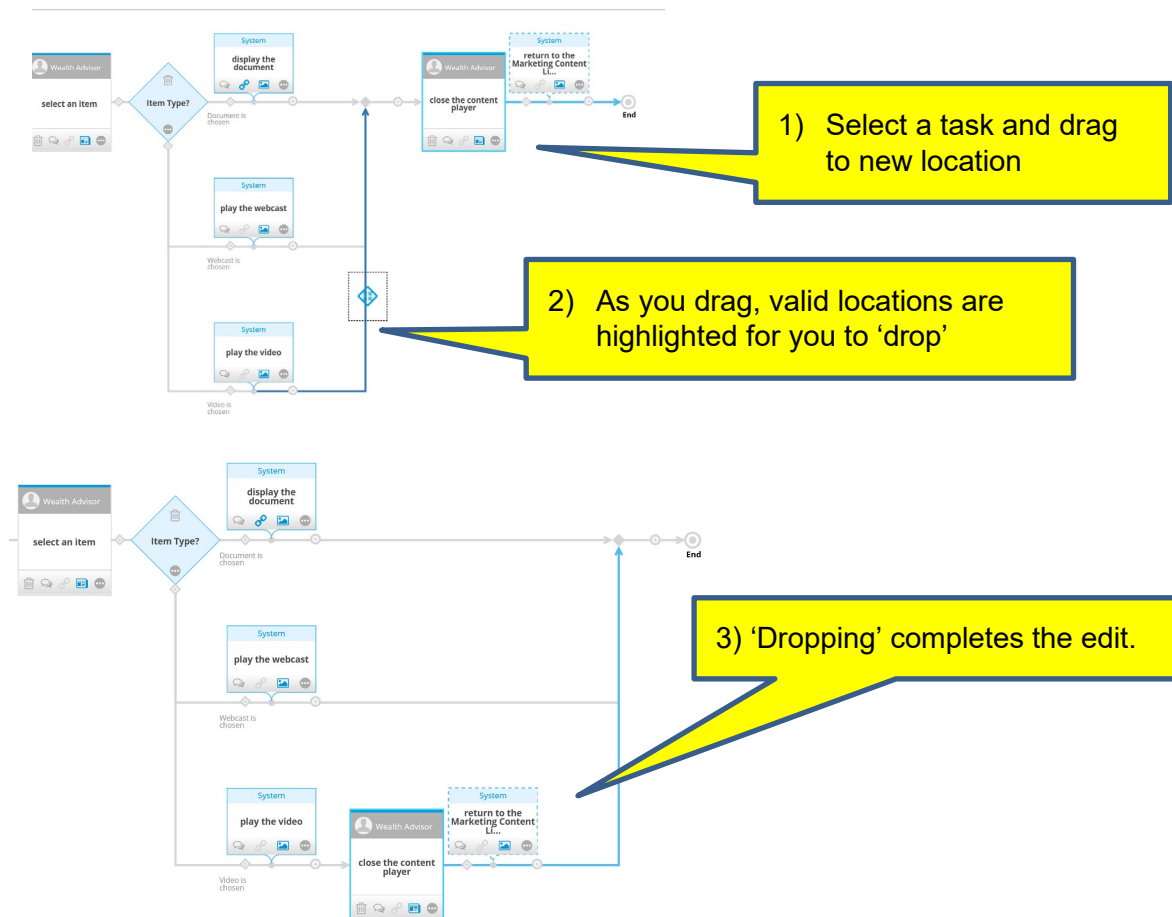
## 2.11 Navigation Breadcrumb

As you navigate a Blueprint process structure by following multiple ‘includes’ to reach lower and lower levels, a ‘breadcrumb’ trail shows you the navigation path you’ve taken. You can click on any part of the ‘breadcrumb’ to quickly traverse back to any prior navigation point.



### 2.12 Drag-Drop Editing

Blueprint processes can be restructured or edited simply by dragging-dropping shapes. Blueprint ensures that any such edits adhere to the process structure rules so users need not be concerned about the structural integrity of the processes after editing.



### 2.13 Paste images into System Responses

Many users need to have images in their Use Case system-steps. To do this with Use Cases a user would first have to create a User Interface Mockup Artifact, then upload an image into that mockup, then publish the artifact, then associate the published mockup with the desired system-step of the Use Case. With a Blueprint process the user simply pastes the image into the system-response.