



Application Note:

# **Considerations when moving from Blueprint Use Cases to Storyteller Processes**

---

January 2017

# Table of Contents

<b>1. Overview.....</b>	<b>2</b>
<b>2. Advantages of Storyteller Processes over Blueprint Use Cases.....</b>	<b>1</b>
2.1 Enforces Alternating User-System Steps .....	1
2.2 Simplified Includes/Extends.....	1
2.3 Model Business, User-System, or System-System .....	2
2.4 Explicit Support for Decision Types.....	3
2.5 Auto-generate User Stories .....	4
2.6 Auto-Generate Gherkins.....	5
2.7 Smart Copy-Paste .....	6
2.8 Inline Help and Overall Ease of Use.....	7
2.9 “Do Nothing” Branch Allowed on User Choices .....	7
2.10 Include Any Artifact .....	8
2.11 Navigation Breadcrumb .....	8
2.12 Drag-Drop Editing .....	9

## **1. Overview**

This document outlines things to consider when trying to decide whether to transition from using Use Cases in the Blueprint product to Processes in the Storyteller product. Storyteller Processes are newer and were designed to overcome many of the limitations large organizations would experience when using use cases. It should be noted that they are both 'equivalent' in their ability to effectively model user-system interaction, but Storyteller processes are considered easier to use, more consistent across large groups of users, and they 'guide' users to make higher-quality models that result in higher-quality outputs.

Note however that Blueprint's Use Case capability is very powerful and full-featured with over thirteen years of development investment. The many years of lessons-learned from Use Cases were factored into the design of the newer Storyteller Processes but being relatively new there are many capabilities Use Cases have which have not yet been implemented for Storyteller Processes.

Since different organizations depend on different aspects of Use Case capability, some may choose to transition to Storyteller Processes immediately while others may choose to wait until certain additional features are introduced into Storyteller Processes.

Below are two tables - one that summarizes the advantages of Storyteller Processes as compared to Use Cases, and another that summarizes the advantages of Use Cases as compared to Storyteller Processes. Note that most of the Use Case advantages are in the development backlog for Storyteller so over time the first table will become larger and the second table will become smaller.

**Application Note: Considerations when moving from Blueprint Use Cases to Storyteller Processes**

§ Storyteller Process Advantage		Benefit				
		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	Simplified 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				

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

**Application Note: Considerations when moving from Blueprint Use Cases to Storyteller Processes**

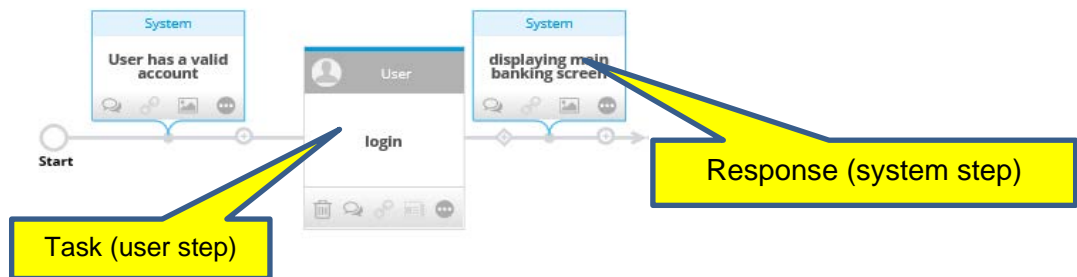
Blueprint Use Case Advantage	Comments
Auto-generated traditional tests into ALM/TFS	Storyteller can auto-generate traditional tests, but the output is to a .csv file only.
Use Case Diagrams	There is no single 'big picture' view, but users easily navigate amongst interconnected processes
Textual/Doc-Style Editor for Use Cases	There is no doc-style editor, but users create processes with an easy-to-use graphical editor
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
Diagram in Document Generation	Currently Storyteller Process diagrams don't get generated into documents, but their properties do

**Table 2: Advantages of Blueprint Use Cases over Storyteller Processes (most of these are on Storyteller roadmap)**

## 2. Advantages of Storyteller Processes over Blueprint Use Cases

### 2.1 Enforces Alternating User-System Steps

In Storyteller processes 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 'Business Process Mode' and 'User-System Process Mode' 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.

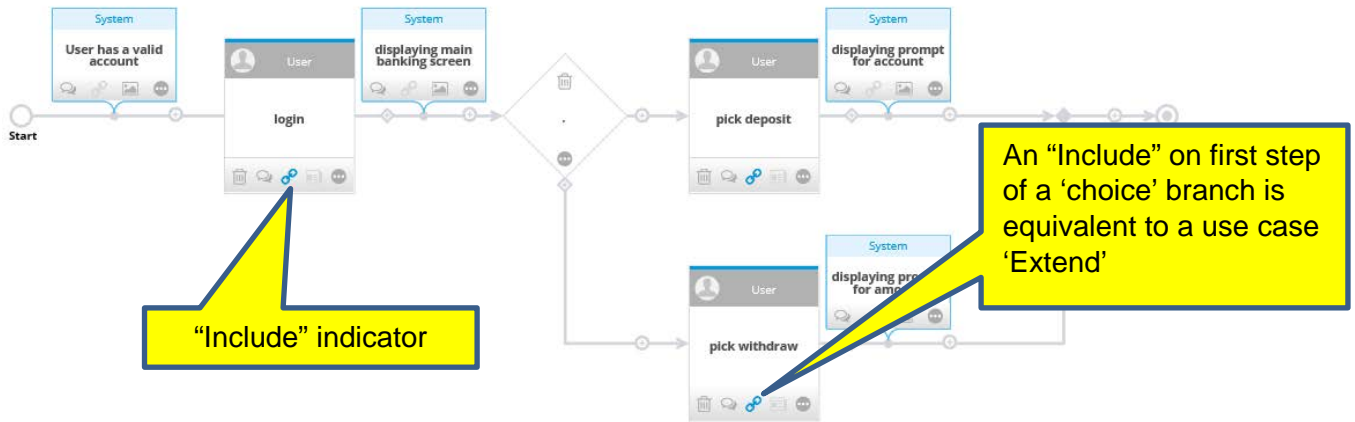


### 2.2 Simplified Includes/Extends

Beginners and novices to use cases often have trouble using includes and extends and understanding the differences between them. Storyteller processes we resolved 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 Storyteller supports. It allows you to place an 'include' on any user step or any system step. To accomplish the equivalent of an extend, that is simply an include that occurs on the first step of a choice.

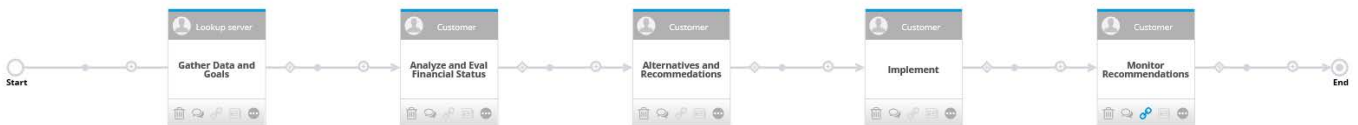
## Application Note: Considerations when moving from Blueprint Use Cases to Storyteller Processes

This makes it far simpler to understand and use, without losing any capability whatsoever.



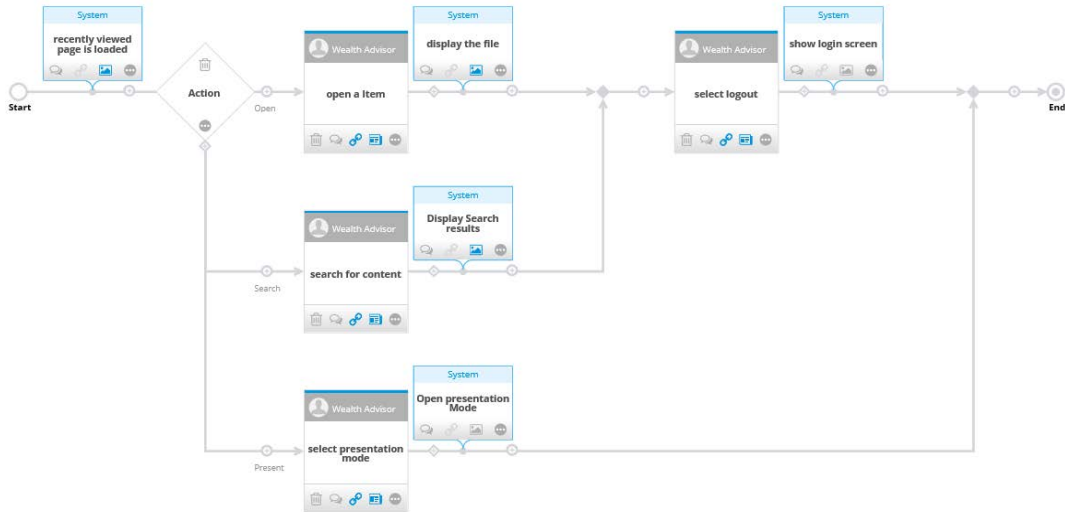
## 2.3 Model Business, User-System, or System-System

Storyteller Process artifacts can be used effectively to model Business Processes, User-System Processes (Use Cases), or System-System Processes. Especially powerful is the ability to interconnect these to create a comprehensive “top-to-bottom” model of how business functions are supported by interconnected systems.



Business Process

## Application Note: Considerations when moving from Blueprint Use Cases to Storyteller Processes



User-System Process (Use Case)



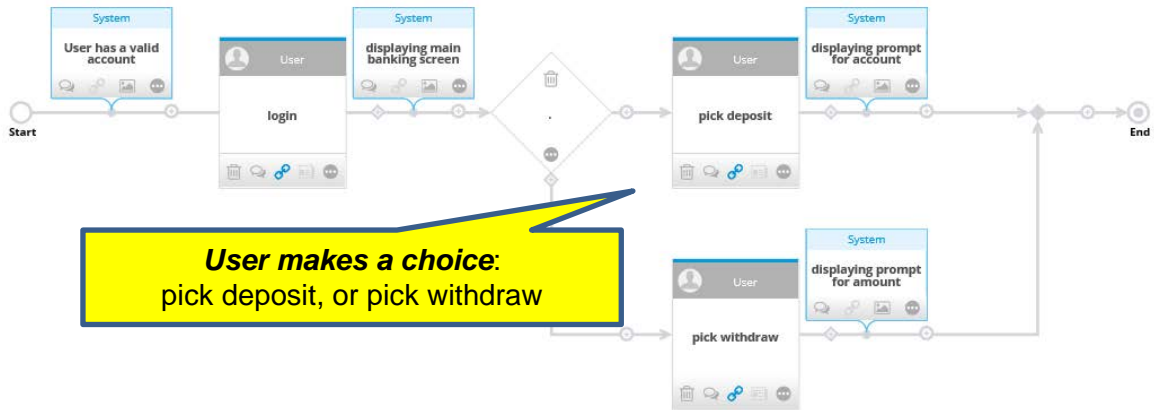
System-System Process

## 2.4 Explicit Support for Decision Types

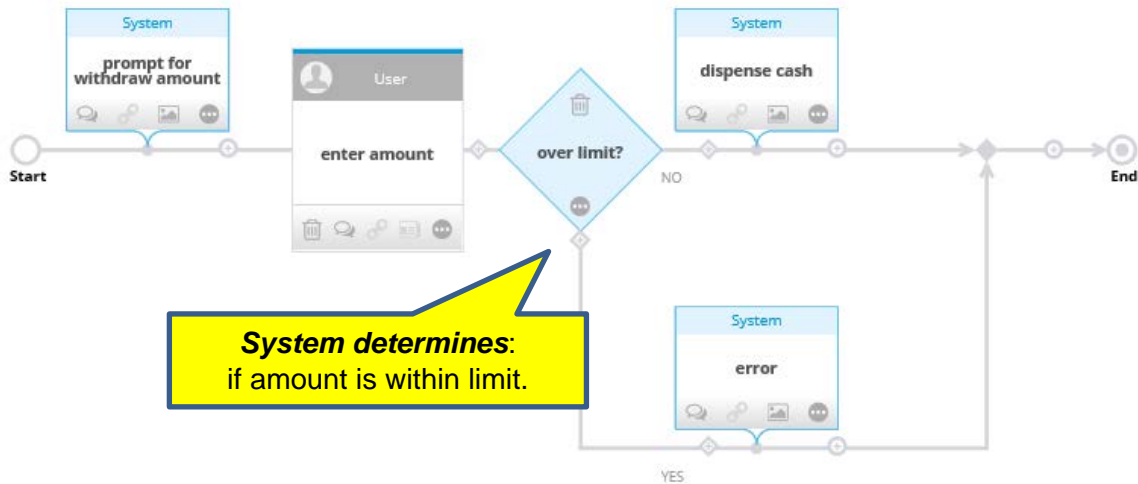
Storyteller processes provide support for user “choices” and system “conditions”. While both allow users to model different scenarios, one is based on a conscious choice of the user while the other is based on a condition of the system. While this distinction may sound trivial, it can be extremely important to understand this when building and testing applications. 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.



## Application Note: Considerations when moving from Blueprint Use Cases to Storyteller Processes



User “Choice”

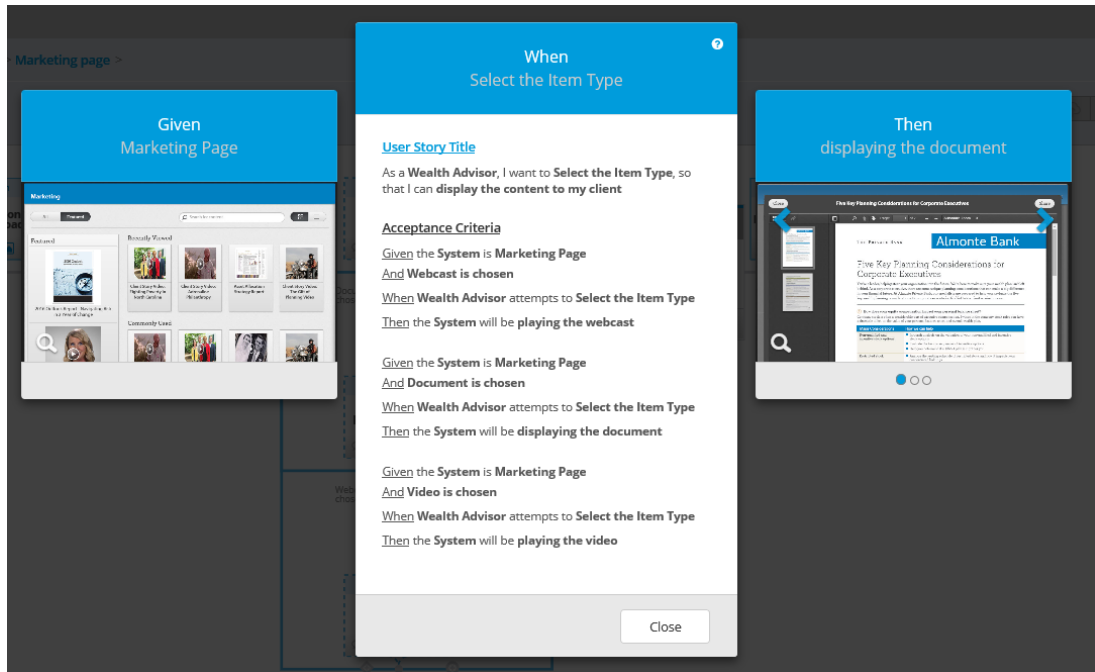


System “Condition”

## 2.5 Auto-generate User Stories

Storyteller automatically generates user stories from the processes. One user story is generated for each ‘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 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.

## Application Note: Considerations when moving from Blueprint Use Cases to Storyteller Processes



Automatically Generated User Story, with associated Screen shots

## 2.6 Auto-Generate Gherkins

For every user story, Storyteller 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

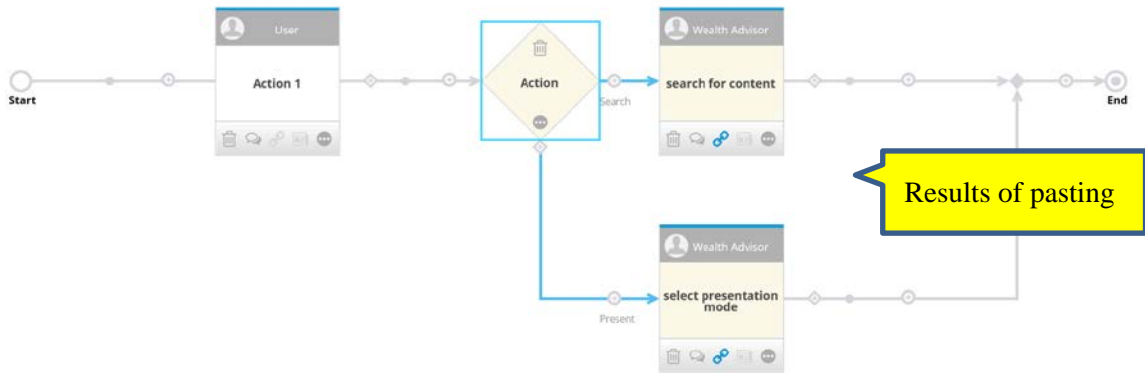
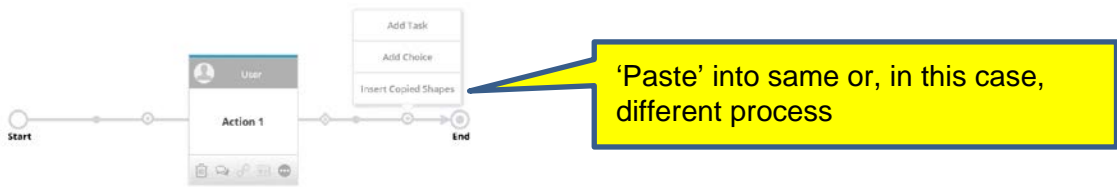
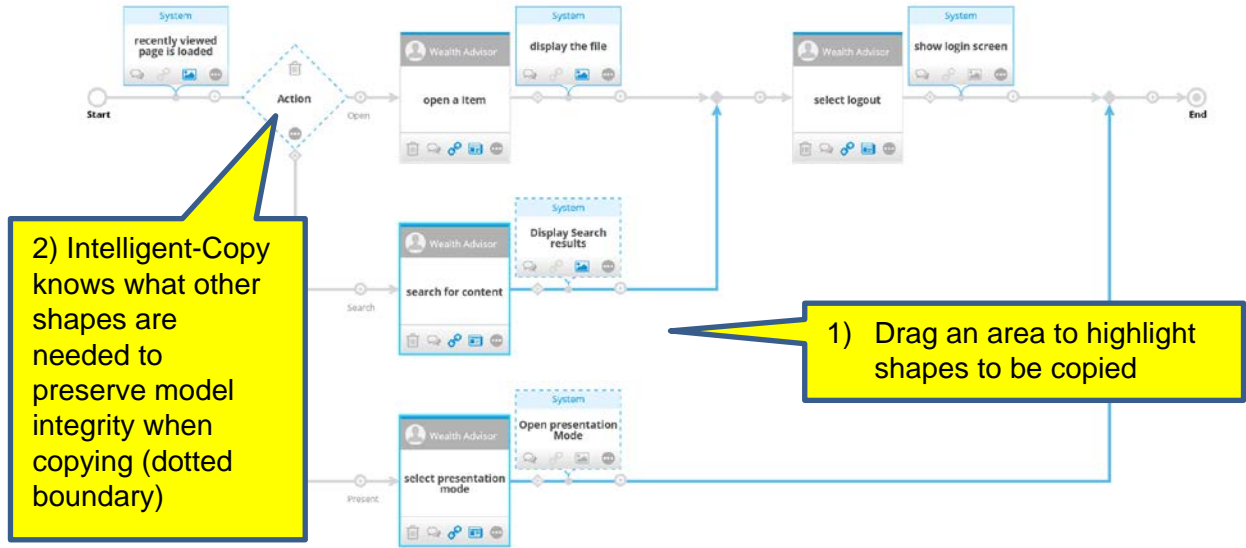
Scenario: select an item@54034@Scenario 2
  Given the System is Marketing Page
  And Document is chosen
  When Wealth Advisor attempts to Select the Item Type
  Then the System will be displaying the document

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

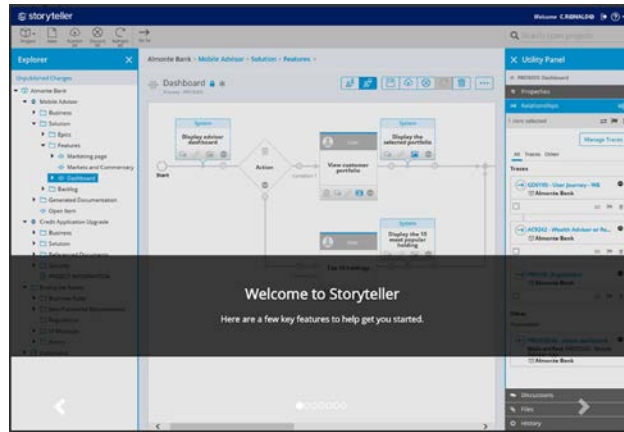
## 2.7 Smart Copy-Paste

Storyteller 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 provide an example:



## 2.8 Inline Help and Overall Ease of Use

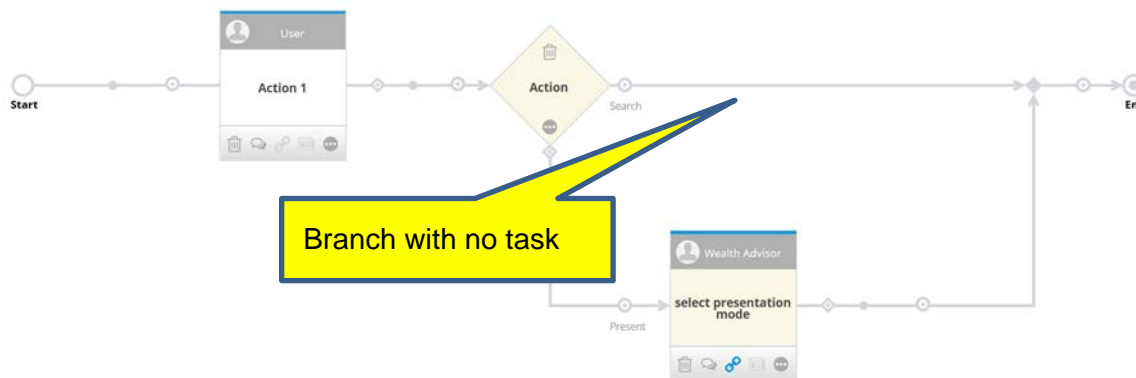
Storyteller was designed from the outset to be usable by a broad range of users from casual to expert. It's design also assumes that users have no technical background. Part of this design includes video tutorials and inline / contextual help. In addition, it was designed using an intuitive simple panel layout and the processes have minimal shapes (four in total) from which systems of any size or complexity can be effectively modeled.



Storyteller introductory video that appears on first use

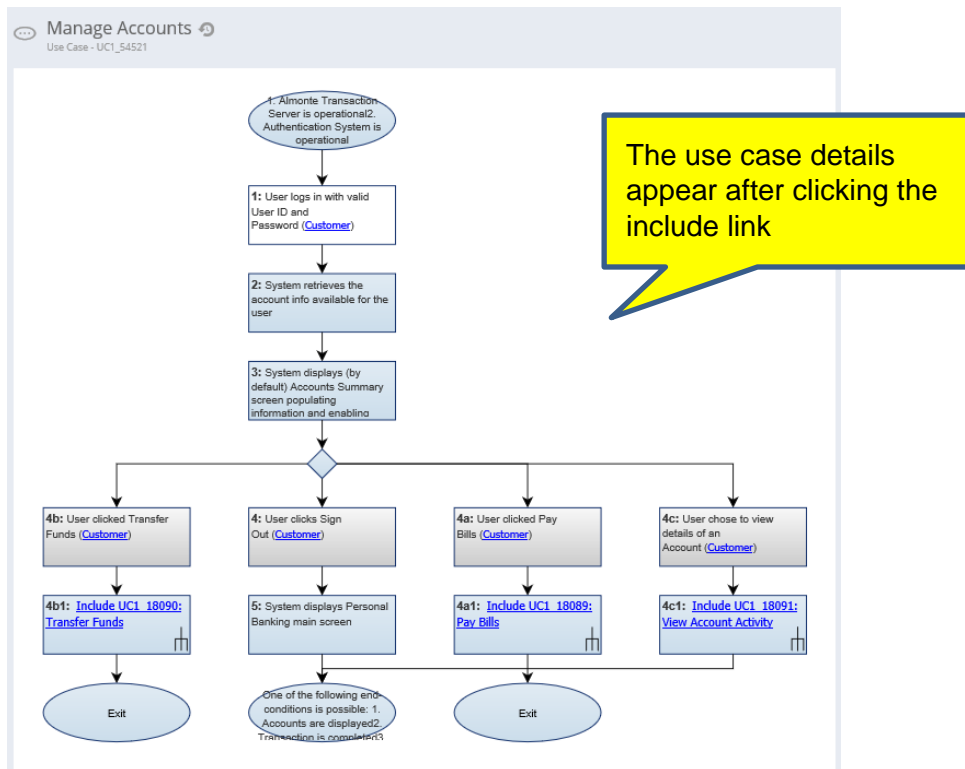
## 2.9 “Do Nothing” Branch Allowed on User Choices

Sometimes there are situations where an actor could make one of several choices, or do nothing. Blueprint use cases have no option for a ‘do-nothing’ branch and users were forced to have an empty step which they would label “dummy” or “null” or “do nothing”. Storyteller processes allow users to have a branch that with no explicit task on it, thereby solving this problem.



## 2.10 Include Any Artifact

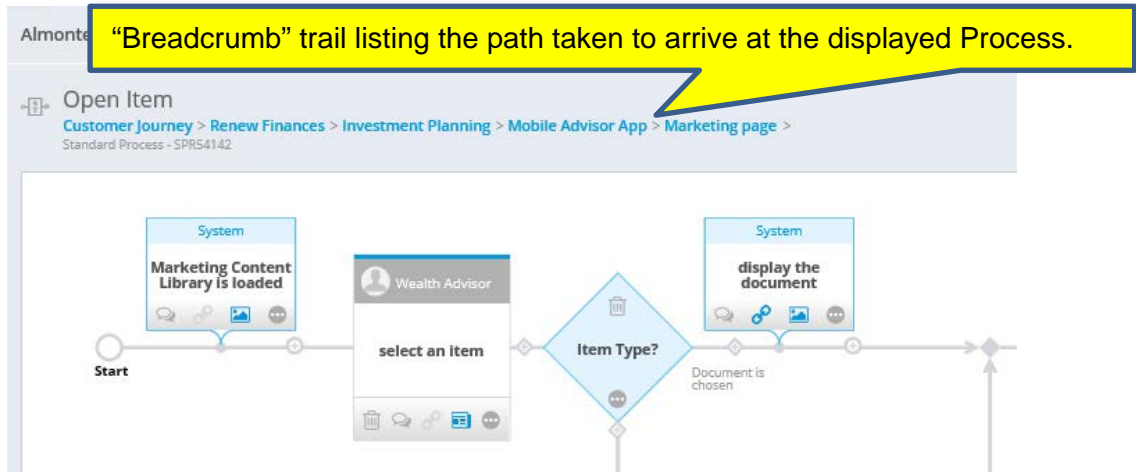
Storyteller Processes let you include not only sub-processes, but any other type of artifact as well – including those created using Blueprint. This might be a business process, domain diagram, screen mockup, actor, use case diagram, use case, document, storyboard, glossary, or textual requirement.



## 2.11 Navigation Breadcrumb

As you navigate a Storyteller process structure by following 'includes' to reach lower and lower levels, a 'breadcrumb' trail lets you know the navigation path you've taken. You can also click on any part of the 'breadcrumb' to quickly traverse back to any prior level.

## Application Note: Considerations when moving from Blueprint Use Cases to Storyteller Processes



### 2.12 Drag-Drop Editing

Storyteller allows users to restructure/edit their processes simply by dragging-dropping shapes. Storyteller ensures that any such edits adhere to the process structure rules so users need not be concerned about the integrity of the processes their editing.

