Blueprint 6.1

Getting Started Guide

3/31/2015

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Getting Started with Blueprint

Overview

What is Blueprint?

Blueprint is a powerful requirements solution that allows users to collaboratively author, validate, and manage requirements for software projects. It also provides integration capabilities with other systems. Blueprint is designed for anyone who authors or works with requirements, including but not limited to: business and system analysts, architects, developers, quality assurance analysts, business stakeholders and customers. Blueprint simplifies the entire requirements workflow by combining authoring, collaboration, review, and signoff capabilities in a single tool.

Blueprint allows project teams to not only document requirements in a textual format, but also to illustrate requirements using a variety of methods, such as use cases, diagrams, user interface mockups, and glossaries. It also provides administrators with the ability to create custom artifact types with custom properties. Blueprint users have the freedom to choose the most appropriate type of artifact to use for defining and communicating a requirement. In many cases, users may benefit by using multiple artifacts to define a requirement, and then establish relationships between the artifacts. Blueprint users also have the flexibility to choose the best strategy for organizing artifacts in their projects. The end result of this flexibility is clearly defined requirements that can be used to obtain feedback from stakeholders more effectively.

Blueprint further encourages collaboration through the use of discussions. Users can add comments and replies to any artifact or sub-artifact. This capability facilitates easy communication and discussion between project members. Additionally, Blueprint supports a review and approval process that requirement authors can use to more easily obtain feedback and approval from project stakeholders.

What are artifacts, folders, and projects?

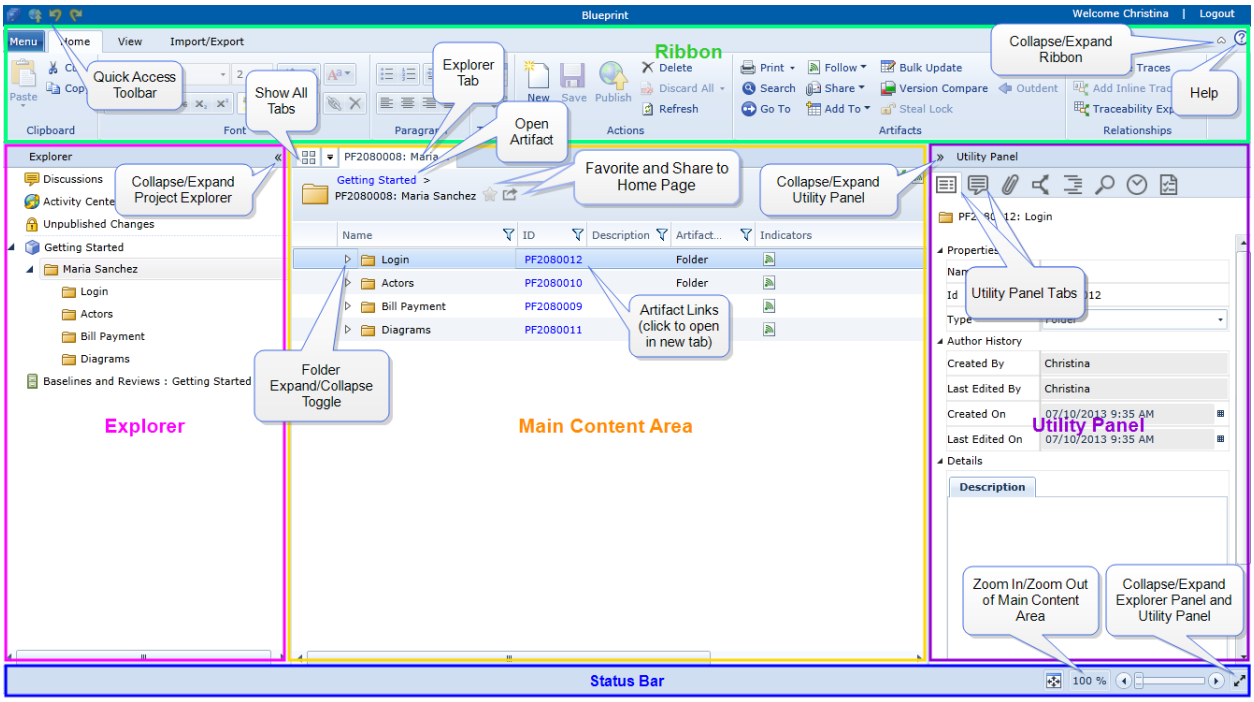
An *artifact* refers to a requirement in Blueprint. Blueprint supports a variety of base artifact types, including: textual requirements, actors, use cases, UI mockups, business process diagrams, domain diagrams, generic diagrams, storyboards, documents, and glossaries. Each artifact type contains a set of default system properties. However, instance administrators can configure standard properties for each standard artifact type and project administrators can configure custom properties for each custom artifact type. Artifacts can be arranged in a hierarchy by simply dragging and dropping an artifact onto another artifact in the artifact list. Baseline and review artifacts are special types of artifacts that are stored in a special folder called Baselines and Reviews (located at the bottom of each project in the explorer panel).

A *folder* is a type of artifact that can contain any other type of artifact. Folders, like artifacts, can be organized in a hierarchy allowing you to better organize your requirements.

A *project* consists of a collection of artifacts. You can open multiple projects at one time. Blueprint supports various cross project operations. For example, you can perform cross-project searches, cross-project glossary referencing, and include use cases from other projects.

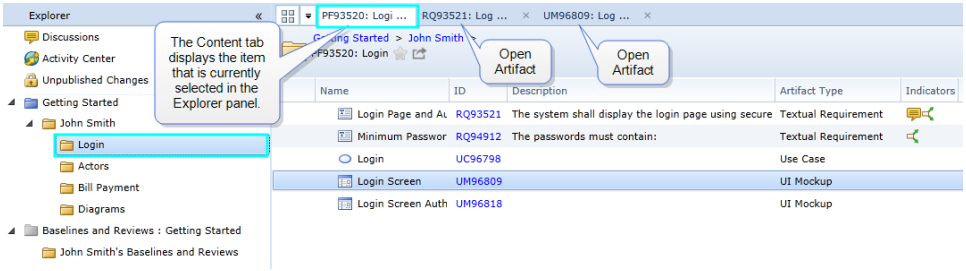
Navigating Blueprint

Blueprint consists of a few key screen components:



The *explorer* is the panel on the left that allows you to browse and navigate within your projects and folders. You can also access other features such as the discussion explorer, activity center, and your list of unpublished changes. When you select an item in the *explorer* panel, the *content* tab in the *main content area* is automatically refreshed with the new content.

The *main content area* is the component that you will use most frequently to interact with Blueprint. The *main content area* provides a tab-based interface that allows you to open multiple artifacts at one time. You can then switch between the artifacts by clicking the tabs at the top of the *main content area*. The tab furthest to the left is called the *content* tab. The content displayed on the *content* tab is automatically updated with the item that you select in the *explorer* panel.



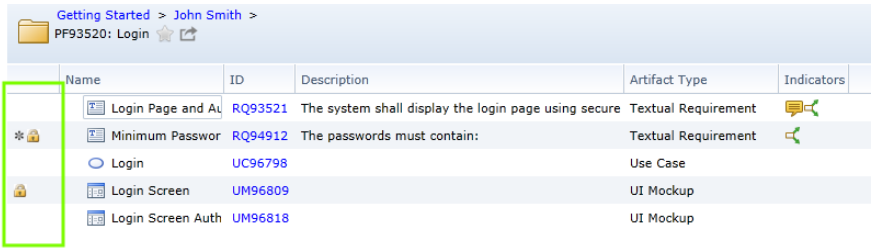
Blueprint's *ribbon* is designed to look and operate similar to the ribbon in Microsoft Office applications. You can use the *ribbon* to perform most tasks and operations in Blueprint. The ribbon always displays four tabs. A fifth tab, called the *contextual* tab, is sometimes displayed when you are viewing an artifact editor in the main content area, providing you with functions specific to that particular artifact editor. In addition to using the ribbon, you may want to try using the right-click context menu to improve your efficiency.

Refer to the *utility panel* when you want to view detailed information about the selected artifact. The utility panel contains the following six tabs: properties, comments, files, relationships, outline, browse, history, and reviews.

Artifact list

When the *artifact list* is displayed in the *main content area*, various columns of data provide you with information about the listed artifacts. Blueprint allows you to edit some of the data in these columns without opening the artifact. The artifact list can display the following columns of information:

- The left most column of the artifact list always displays the status of the artifact. For instance, it displays an icon for your artifacts that locked (unpublished) and artifacts with your unsaved changes . If the artifact is locked by another user, you will see the read-only indicator.



- You can click the artifact *ID* link at any time to open the artifact in a new tab. New artifacts are assigned a temporary ID until the artifact is published. Artifact IDs cannot be modified.
- You can edit the artifact *Name*, *Description*, and *Type*. You can also edit any custom properties associated with an artifact.
- The *Indicators* column displays various indicators depending on whether or not the artifact contains open discussions, file attachments and document references, or trace relationships. You can click these icons to view the associated information in the utility panel.
- The *Review Status* and *Is Sealed* columns are special columns that apply to reviews and baselines only.

System Requirements

The following requirements must be met on each client system:

	Client System
Hardware requirements	■ 1.6 GHz or faster Pentium 4-class CPU (multi-core recommended) ■ 2 GB RAM minimum (3 GB recommended)

	Client System
Software requirements	■ Supported operating systems: ■■ Windows 8 ■■ Windows 7 ■■ Windows Vista ■■ Windows XP ■■ Mac OS 10.9 and later ■ Supported web browsers: ■■ Microsoft Internet Explorer version 8 and later (compatibility mode is not supported) ■■ Mozilla Firefox version 19 and later ■■ Google Chrome version 25 and later ■■ Safari 7 and later ■ Silverlight 5 ■ Minimum screen resolution of 1280x1024 (1600x900 or higher recommended) The following system requirements only apply if you plan to use the Blueprint template authoring add-in for template development purposes: ■ .NET Framework 4 ■ Microsoft Office 2007, 2010 or 2013

Finding Help

If you need help while you are using Blueprint, click the help icon located in the upper right corner of the window.

You may also be interested in the Blueprint eLearning modules for additional training.

Tutorials

The most effective way to learn Blueprint is to start using it. This section provides you with a step by step walk-through of Blueprint's basic features. After you complete these tutorials, you will be familiar enough with Blueprint to complete common tasks such as creating, modifying, and reviewing requirements. After you have used Blueprint for a short period of time, you will quickly recognize the flexibility that it offers. As your comfort level increases, you may want to start taking advantage of various shortcuts, and alternate ways of completing tasks.

The tutorials in this section are meant to be completed in order, from start to finish.

Logging in and accessing projects

1. Login to Blueprint:
    1. Open your web browser.
    2. Navigate to the Blueprint URL.
    3. Enter your user name and password.
    4. Click **Login**.
2. Open the *Getting Started* project. To open a project, click the *application menu* Menu on the ribbon, and then click **Open**. If you cannot locate the *Getting Started* project, contact your Instance Admin for assistance, or use any available test project to complete the tutorials.
3. Try increasing the size of the main content area by collapsing the explorer panel and the utility panel. Use the collapse and expand « » icons located in the top corner of the panels to show and hide the panel. You can also resize the width of the panels.
4. Try increasing the size of the main content area by collapsing the ribbon. You can quickly expand and collapse the ribbon by double-clicking one of the ribbon tabs. You can also expand and collapse the ribbon by clicking the arrow icon located in the upper right corner of the ribbon.
5. Click the **Column Options** button to configure the artifact list so that all columns of information are displayed. The **Column Options** button is located on the ribbon (*View* tab, *Artifact List* group).

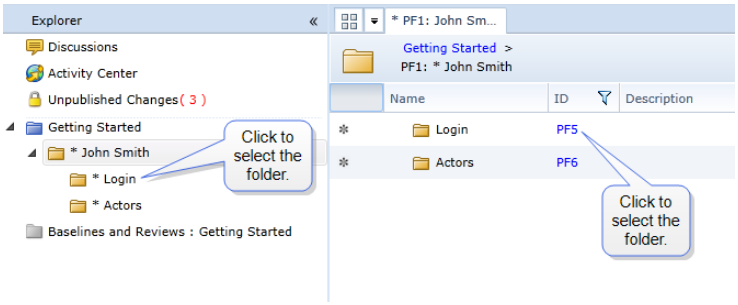
Learn More

- The *quick access toolbar* is located in the top left corner of the ribbon. The quick access toolbar offers easy access to frequently used features, such as **Publish All**, **Save All**, **Undo** and **Redo**.
- The *status bar* at the bottom of the screen is updated to provide you with status messages as you interact with Blueprint.

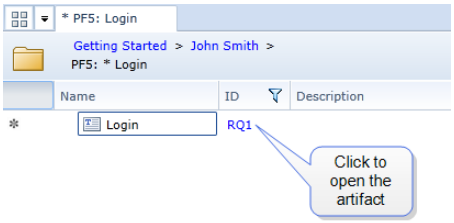
Creating and viewing artifacts

Now that you are logged in, let's begin by creating some folders and start defining requirements. Folders provide you with flexibility in the way that you organize your artifacts. Some users may prefer to create a folder for each artifact type (use cases, UI mockups, and so on), while other users may prefer to organize requirements based on system components. For the purpose of this exercise, you will use a combination of these two methods. You will create a **Login** folder for your login requirements, but you will also create folders for specific artifact types that will potentially be reused across components, such as **Actors**.

1. Create a new folder to store your *Getting Started* artifacts. Name the folder using your first and last name (example: John Smith). To create a new folder, select the Getting Started project in the explorer panel, and then click the **New** button on the ribbon (*Home* tab, *Artifacts* group) and select **Child Folder**. Don't forget that you can often use the right-click context menu to perform tasks more conveniently.
2. Create the following folders within your folder:
    - **Actors**: You will use this folder later on when you define actors for a use case.
    - **Login**: You will use this folder to store all artifacts related to the Login component.
3. Select the **Login** folder. You can select a folder by clicking it in the explorer panel, or by clicking the ID link in the artifact list.

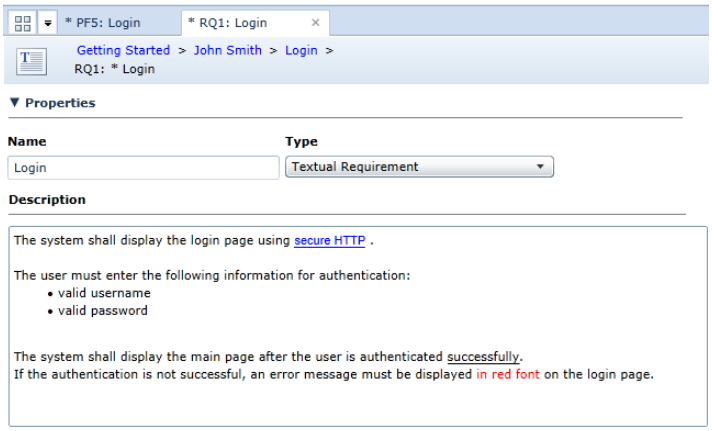


4. Create two new textual requirement artifacts called **Login** and **Minimum Password Requirements**. To create a new textual requirement, click the **New** button on the ribbon (*Home* tab, *Artifacts* group) and then select **Child Artifact**>**Textual Requirement**.
5. Open the **Login** textual requirement artifact. To open an artifact, click the artifact ID link in the artifact list.



6. Provide a description of the login requirement and utilize rich text formatting to accentuate your key points:
    1. Change the font color and underline a key phrase.
    2. Add a bulleted list.
    3. Insert a hyperlink to a webpage on the Internet.

Your folder structure and textual requirement should look like this:



Now that you are finished creating some folders and textual requirements, continue to the next tutorial to learn how to save and publish your changes.

Learn More

- You may have noticed that the unsaved changes icon * appeared immediately after you created a new artifact.
- Blueprint allows you to organize your artifacts in a hierarchy. For example, when you are creating a new artifact, you can create either a child artifact or a sibling artifact. You can also drag and drop existing artifacts in the artifact list to rearrange the hierarchy.

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Saving, publishing, and discarding changes

All Blueprint requirements are stored on a central server, making it easy to collaborate with your team. Blueprint offers a unique feature that allows you to save a private draft of your changes to the server. These private drafts are not visible to other users until you publish your changes. Users always see the last published version after opening an artifact.

1. Click **Save All** to save a private draft of your changes. Notice that after you save your changes, the unsaved changes * icon no longer appears beside the artifact in the artifact list. The **Save All** feature is available on the application menu Menu located on the ribbon. It is also available in the quick access toolbar located in the top left corner.
2. Click **Unpublished Changes** in the explorer panel to view a list of all artifacts that contain unpublished changes. The number of unpublished changes are displayed in red font. Example: Unpublished Changes (4)
3. Click **Publish All** to publish your changes so the updated artifacts are available to other users. Notice that after you publish your changes, the *lock* indicator no longer appears beside the artifact in the artifact list. The **Publish All** feature is available on the application menu Menu menu located on the ribbon. It is also available in the quick access toolbar located in the top left corner
4. Open the **Login** textual requirement and make a small modification. Notice that immediately after you begin modifying an artifact that is already published on the server, the artifact becomes locked. A *lock* indicator appears in the artifact list beside all artifacts with unpublished changes. Locked artifacts cannot be modified by other users. The lock is released after the changes are published or discarded, or until a privileged user steals the lock.
5. Click **Discard All** to discard the changes and revert the artifact back to the last published version. Notice that the lock on the artifact is released.
6. Close all tabs by right-clicking the left most tab and then select **Close Other Tabs**.

Learn More

- The **Steal Lock** feature allows privileged users to override the lock from another user.

  > **Warning**: When the **Steal Lock** feature is used, all changes made by the current lock holder are lost! You may want to contact the individual before discarding their changes to prevent the loss of work.

- If other users have made changes to an artifact since you last loaded it, you can obtain the latest version from the server by clicking **Refresh**.

  There are 3 ways that you can refresh artifacts in Blueprint:

  - Click the **Refresh** button to refresh the artifact that is currently open. You can also select one or more artifacts in the artifact list and click **Refresh**.
  - Select a folder in the Explorer panel and click the **Refresh** button to refresh that folder and all child artifacts and folders.
  - Refresh all artifacts (in all open projects) by clicking the application menu, and then select **Refresh** > **Refresh All**.

- When you close a project, Blueprint requires that you publish, save, or discard all changes. When this happens, the Publish All, Save All, and Discard All operations are limited to the artifacts in the project that is being closed.

Searching and browsing

Searching and browsing provides a fast and efficient way to locate artifacts in Blueprint. If you know where the artifact is located, you may prefer to browse to find the artifact. If you remember part of the artifact name, or if you can't recall the location of the artifact, it may be more efficient to use the search feature.

Perform the following actions to become more familiar with searching and browsing in Blueprint:

1. Open the *browse* tab in the utility panel.
2. Try expanding and collapsing folders to browse the artifacts in your project.

> **Note**: Both artifacts and sub-artifacts are displayed in this view. After you have created some diagrams (in one of the later exercises), try browsing again and you will notice the sub-artifacts (example: diagram shapes) appear as children of the artifact.

3. Search for the **Login** artifact and then open the artifact. To open an artifact from the *browse* tab, right-click the artifact and select **Open**.

> **Note**: The search feature currently only searches the name of artifacts. Full text search is coming soon.

Learn More

- You can quickly create traces from the *browse* tab by simply dragging and dropping an artifact from the *browse* tab onto an artifact in the artifact list or main content area. You can also drag and drop artifacts and sub-artifacts onto steps in a use case or shapes (sub-artifacts) in a diagram.
- You can share artifacts directly from the *browse* tab. Simply right-click the artifact that you want to share, select **Share**, and then select your desired sharing method. Read more about sharing artifacts.

Sharing artifacts

Blueprint offers a number of ways that you can point other users to specific artifacts in the system. Complete the steps below to learn how.

1. Open the artifact that you want to share, or select it in the artifact list.
2. To share an artifact, click the **Share** button on the ribbon (*Home* tab, *Artifacts* group) and then click one of the following options:
    - **Via e-mail**: a new email message is created with a link to the artifact.
    - **Copy to Clipboard**: the artifact URL is copied to the Clipboard so you can share it using an application, such as e-mail or instant messaging.

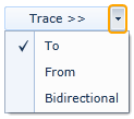
Another popular way of sharing artifacts is to simply communicate the artifact ID. Other users can use the **Go To** feature to quickly access the artifact. The **Go To** button is located on the ribbon (*Home* tab, *Editing* group). You can omit the prefix of the artifact ID when you are using the *Go To* dialog to lookup an artifact.

> **Note**: Artifact IDs are only unique within each instance of Blueprint.

Relationships

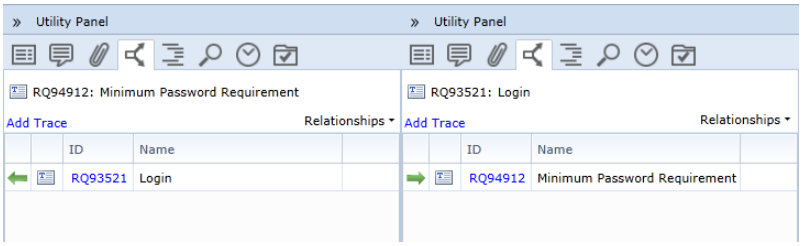
Blueprint allows you to capture relationships between artifacts using traces and other types of relationships. A *trace* is a type of relationship between two artifacts or sub-artifacts. Traces are used to establish and define the direction of a relationship. A *relationship* indicator appears beside artifacts that have associated traces. The *relationship* indicator also appears beside sub-artifacts (example: shapes, connectors, and so on) in diagrams, if the sub-artifact contains at least one trace.

1. Select the **Login** folder.
2. Create a birdirectional trace relationship between your **Login** and **Minimum Password Requirements** requirements. To create a bidirectional trace, select one of the artifacts and click the **Manage Traces** button on the ribbon (*Home* tab, *Relationships* group). Next, select the appropriate artifact in the list on the left, set the trace direction to **Bidirectional** using the **Trace >>** drop-down, and then click the **Trace >>** button. The **Trace >>** drop-down looks like this:



3. Publish your changes.
4. Open the utility panel and view the traces you have created for an artifact. To view the traces associated with an artifact, select the artifact and open the *Relationships* tab in the utility panel.
5. Navigate from an open artifact to one of its traced artifacts. To do this, simply click the ID of a traced artifact on the *Relationships* tab in the utility panel.

After you have completed the tutorial steps, the *Relationship* tab for the **Minimum Password Requirement** and **Login** textual requirements should look like this:



Learn More

- To delete a trace, right-click the trace on the *Relationships* tab and select **Delete**.
- To change the direction of a trace, right-click the trace on the *Relationships* tab in the utility panel, click **Change Trace**, and then select **To**, **From**, or **Bidirectional**.
- You can add an inline trace from a specific word in a textual requirement to another artifact. To add an inline trace, select the text in the textual requirement, and then click the **Add Inline Trace** button on the ribbon (*Home* tab, *Relationships* group). After the *Artifact Selection* dialog appears, complete the trace creation by selecting the artifact that you want to trace and then click **OK**.
- If you make a change to an artifact and suspect that a traced artifact may be impacted, right-click the trace and click **Suspect**. If an artifact contains a suspect trace, a red exclamation point is displayed on the relationship indicator.

  To remove a suspect flag from a trace, right-click the suspect trace on the *Relationships* tab in the utility panel and click **Suspect**. The red exclamation point is no longer displayed on the *relationship* indicator.

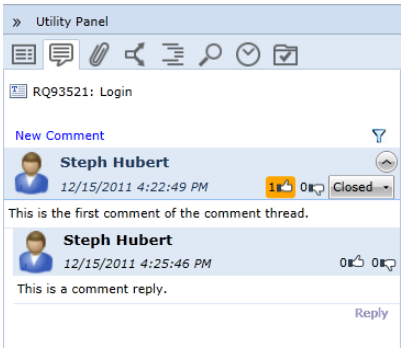
- To view other types of relationships (such as parent/child relationships), click the **Filter** drop-down on the *Relationships* tab in the utility panel.
- To create a cross-project trace, select the drop-down under the search box in the *Traces* dialog, and then select a different project.
- You can quickly create a trace relationship by opening the *Browse* tab in the utility panel, and dragging an artifact to another artifact in the main content area. You can create traces by dragging and dropping into the artifact list or into any of the editors.

Discussions and Social Collaboration

Blueprint encourages collaboration on requirements through the use of commenting. You can add comments to all artifacts and sub-artifacts. You can also generate discussion by replying to the comments added by other users. In the *Indicators* column of the artifact list, a *discussion* indicator appears beside artifacts that contain open discussions. The *discussion* indicator also appears beside sub-artifacts (example: use case steps, shapes, connectors), if the sub-artifact contains open discussions.

1. Open the **Login** textual requirement.
2. Check if there are any comments on the artifact. To view the comments associated with the artifact, open the *Discussions* tab in the utility panel.
3. Add a new comment to the artifact. Click the **New Comment** link and type your comment into the field.
4. Click the **Publish** link located at the button of the comment to make your comment visible to other users.
5. Click the *agree* or *disagree* buttons to express your opinion about the comment.
6. Add a reply to an existing comment. To add a reply, click the **Reply** link located under an existing comment.
7. Change the discussion status to **Closed** to indicate that the comments have been addressed. The discussion *status* drop-down is located on the right of the discussion header.
8. Publish your changes.

After you have completed the above exercise, the *Discussions* tab in the utility panel looks like this:



Activity Center

The *activity center* is a powerful feature that keeps you up-to-date about artifacts that you care about. It also provides easy access to all reviews in which you are a participant.

To access your activity center, click the **Activity Center** option located in the *Explorer* panel. Your activity center does not display updates until you have started following artifacts. You can begin following an artifact by selecting it in the artifact list and then clicking the **Follow** button on the ribbon (*Home* tab, *Artifacts* group). After you have started following an artifact, items will appear in your Activity Center after activities (involving that artifact) have occurred.

Discussion Explorer

The *discussion explorer* provides you with the ability to explore all comments in a project. A variety of filters are available, allowing you to find specific comments more easily.

To access the discussion explorer, click the **Discussions** option located in the *Explorer* panel. You can click the filter button to display the search filters. The filters allow you to control which comments are displayed on the screen. You can filter comments by user, status, or date.

Actors and use cases

A *use case* describes an interaction between an actor and the system that yields an "observable result of value" to the actor.An *actor* can be any person, role, organization, application, system, and so on, that interacts with the system being modeled.

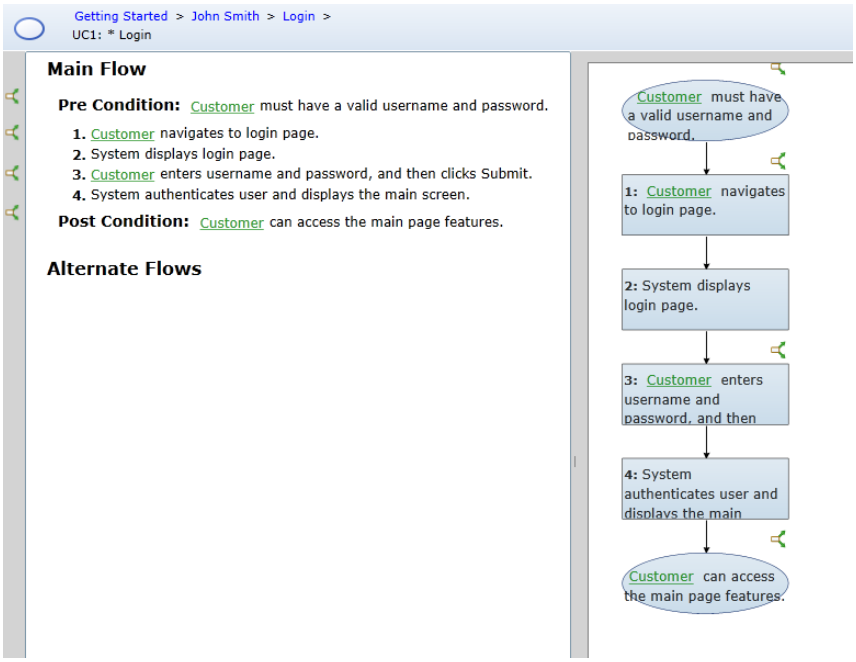
Prior to defining a use case, it is a good idea to define your actors.

1. Select the **Actors** folder and create two new actor artifacts called **Employee** and **Customer**.
2. Provide a description for the actors and set a custom icon for the **Employee** actor. To set a custom icon, click the **Edit** link located below the picture.
3. Publish your changes.
4. Create two more actors, **Manager** and **Part-Time**, and indicate that they are both types of employees. To do this, change the `Inherits From` property on each actor to *Employee*.
5. Publish your changes.

Now that you have created your actors, complete the following steps to define a use case:

1. Select the **Login** folder and create a new use case artifact called **Login**.
2. Define the main flow for the login use case, showing the customer entering the correct login credentials:
    1. Assign actors to each of the use case steps. To associate an actor with a use case step, select a step and click the **Set Actor** button on the ribbon (*Use Case* tab, *Step* group).
    2. Set the use case pre-conditions and post-conditions.

The main flow steps with associated actors looks like this:

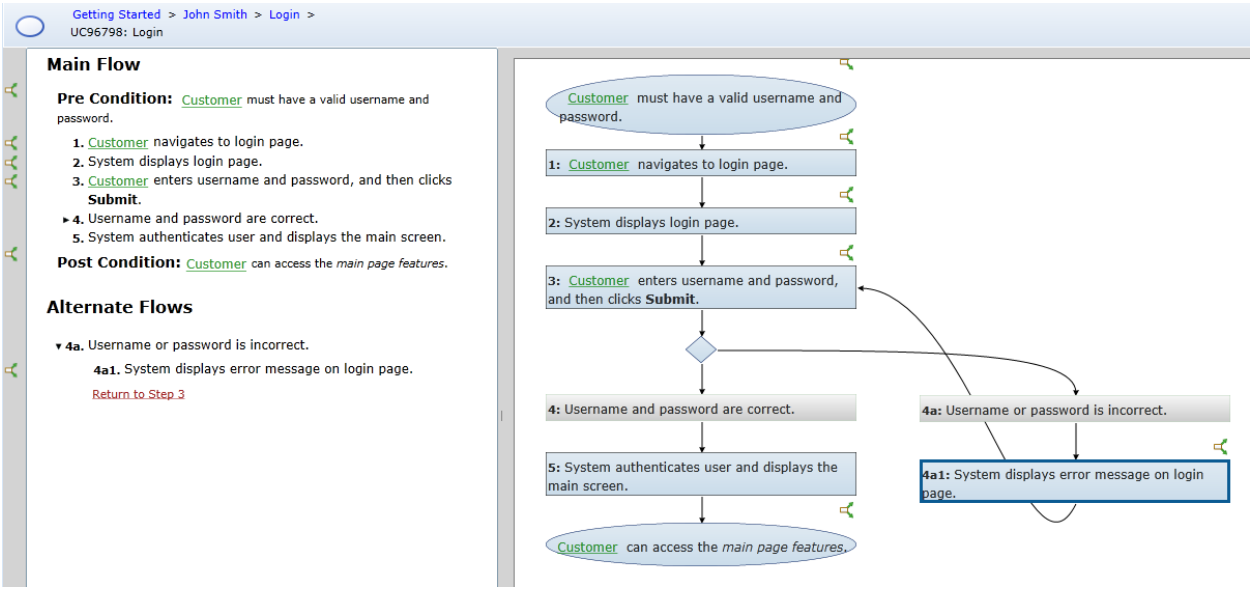


3. Update the use case to include the alternate flow that occurs when a customer enters incorrect credentials:
    1. Create the alternate flow. To create an alternate flow, select the step where you want the alternate flow to begin, and then click the **Add Alternate Flow** button on the ribbon (*Use Case* tab, *Flow* group) and then select **Internal**.

        > **Note**: An *internal alternate flow* is an alternate flow defined within a use case. An *external alternate flow* is an alternate flow that is included from an separate use case.

    2. Define the steps in the alternate flow.
    3. Configure the flow to return to the correct position in the main flow. To set the start and return steps of the alternate flow, select the alternate flow and click the **Set Start/Return Steps** button on the ribbon (*Use Case* tab, *Flow* group).
4. Publish the use case.

When your use case is complete, it looks like this:



You can view the entire step text in the workflow because the **Full Text** option is enabled on the ribbon (*View* tab, *Use Cases* group). The **Curved Lines** option is also enabled.

Learn More

- The use case editor layout allows you to create use cases in either *text view*, *workflow view*, or *split view* (both *text view* and *workflow view*). Try out the different views and choose which ones works best for you. Various customizations are available for each view.

UI Mockups

A *UI Mockup* is a prototype of a user interface in the system. UI mockups are effective on a standalone basis, but are even more powerful when they are viewed in simulations. After you associate UI mockups with your use case steps, Blueprint can provide a richer simulation experience that better demonstrates the interaction between the user and the system.

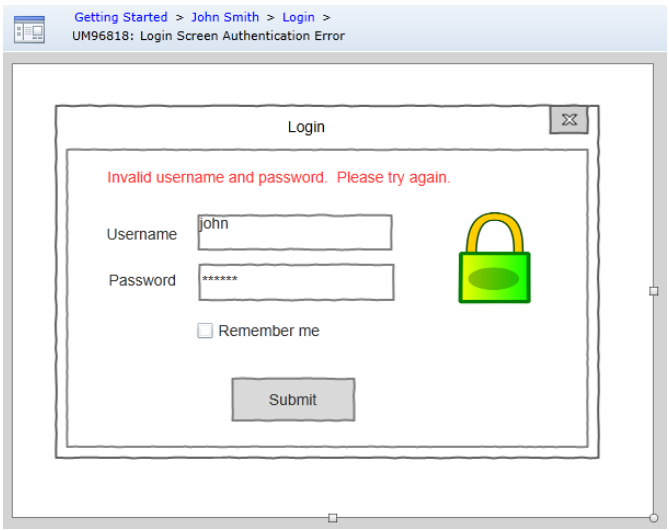
Perform the following steps to create UI mockups for the login screen and the login error screen:

1. Select the **Login** folder.
2. Create two new UI mockup artifacts called **Login Screen** and **Login Screen Authentication Error**.
3. Open the **Login Screen** UI Mockup and build a simple login dialog:
    1. Add a dialog using a window widget, and configure the title bar to display a title and a close button. You can set the title by double-clicking the window. To remove the minimize and maximize buttons, select the window widget, open the *Properties* tab in the utility panel, and set `Show Button` to *Close Only*.
    2. Add a text field for username and password, and label them appropriately. To create a password field, add a regular text box and then select **hide input**.
    3. Add one or more buttons to the window dialog.
    4. Add an image to the dialog.
    5. Add a remember me check box to the dialog.
    6. Resize the canvas so it fits the dialog more appropriately.

Here's an example of a **Login Screen** UI mockup:

4. Open the **Login Screen Authentication Error** UI mockup and create a new UI mockup for the error case:
    1. Copy and paste all of the widgets from the **Login Screen** UI mockup to the **Login Screen Authentication Error** UI mockup.
    2. Add an error message to the new UI mockup using red text.

    Here's an example of a **Login Screen Authentication Error** UI mockup:



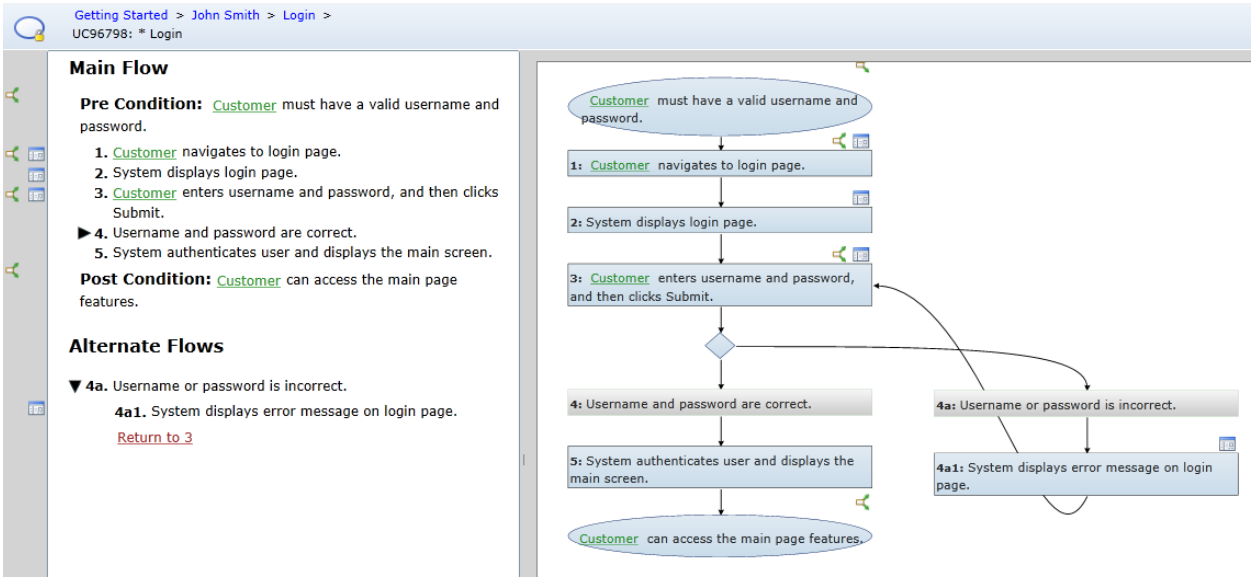
5. Publish your changes.

Associating UI mockups with use case steps

Now that you have created UI mockups, you can associate your UI mockups with steps in your use case.

1. Open the **Login** use case.
2. Associate the **Login Screen** and **Login Screen Authentication Error** UI mockups with the appropriate use case steps. To set a UI mockup, select one or more use case steps and then click the **Set UI Mockup** button on the ribbon (*Use Cases* tab, *Step* group).
3. Publish your changes.

After you have set your UI mockups, the use case looks like this:



You have now created a use case and associated UI mockups with your use case steps. Refer to the simulations tutorial if you are interested in learning how to run a rich simulation of your use case.

Learn More

- Most UI mockup shapes have multiple properties that you can customize. Open the *Properties* tab in the utility panel to view the properties that you can configured for the selected shape.
- The UI mockup palette offers a number of more advanced shapes. Try building a more complicated UI that uses more advanced controls like the browser shape, drop-down buttons, or lists.
- To set the same UI mockup for multiple use case steps, select the appropriate steps and then click the **Set UI Mockup** button.
- You can open the UI mockup that is associated with a step by clicking on the UI mockup indicator.

Simulations

Now that you have created a use case and set the UI mockups, you can run a rich simulation of the use case.

1. Open the **Login** use case.
2. Start a simulation by clicking the **Simulate** button on the ribbon (*Use Cases* tab, far right).
3. Walk through each step of the simulation.
4. Try the following actions:
    1. Restart the simulation at the beginning of the use case. To restart the simulation, click **Clear Simulation History** in the simulation ribbon (*Home* tab, *Settings* group).
    2. Use the utility panel to view the traces, comments and attachments associated with a step.
    3. Add a comment to a shape in a UI mockup. To do this, simply select the shape and then click the **New Comment** link on the *Discussions* tab in the utility panel.
5. Close the simulation.

Learn More

- You can use the explorer panel in the simulation to track your progress and history.
- You can control what information is shown in the main content area and what is shown in the utility panel using the controls located on the ribbon (*View* tab, *Layout* group).

- Simulations only display changes that you have saved or published. If you need to modify an artifact, you can make changes to the artifact, save the changes, and then refresh the simulation.
- You can hide the *details* panel at the bottom of the simulation screen by clicking the *toggle* button. You can also resize the *details* panel. The details panel must be displayed in order to make a choice when your use case reaches a decision point.