Create an account

1. Click the "create account" button in the upper right corner of the site.
2. Fill in the specified information

Create a problem map

1. After logging in (button in the upper right corner) click the "view problem maps" button in the upper right corner.
2. Click on the "add new problem map" button in the center of the page under the heading.
3. Fill in the name and optional description for the problem map.
4. The problem map will show up in the list and you can use the edit or delete button to make changes or remove the problem map.

Create a requirement

1. After opening a problem map, click the add requirements button.
2. You will be presented with 5 fields:
   1. Name: the name of the requirement
   2. Source: where the requirement came from (e.g. customer)
   3. Subtype: whether the requirement is a binary requirement (satisfied or not) or a goal you are trying to optimize
   4. Importance: how important the requirement is
   5. Goal target: if the entity is a goal what is the goal you are trying to reach (for instance if you requirement was "cost" your goal target might be under $30).
3. Fill in the name, subtype, and optional fields and click submit.

Create a function

1. After opening a problem map, click the add function button.
2. Specify the name of the function and click submit.

Create a artifact

1. After opening a problem map, click the add artifact button.
2. You will be presented with 2 fields:
   1. Name: the name of the artifact
   2. Subtype: whether this is a physical embodiment or an abstract solution principle
3. Fill in the name and subtype and click submit.

Create a behavior

1. After opening a problem map, click the add behavior button.
2. You will be presented with 2 fields:
   1. Name: the name of the behavior
   2. Subtype: whether this entity is a behavior, an equation, or a parameter
3. Fill in the name and subtype and click submit.

Create an issue

1. After opening the problem map, click the add issue button.
2. You will be presented with 2 fields:
    1. Name: the name of the issue
    2. Importance: how important it is to address this issue
3. Fill in the name and importance and click submit.

Link two elements together

1. After opening the problem map, drag an element of one type into an element of a different type to establish a link.
2. This link can be viewed by mousing over either entity (they will be highlighted together).

Specify entities as the decomposition of other entities

1. After opening the problem map, drag an element of one type into an element of the same type to establish that it is a child entity.
2. While the parent entity decomposition is expanded drag other entities into the parent to add them into the same decomposition.
3. If you wish to add entities to a separate decomposition then drag the entity into the collapsed parent and a new decomposition will be created.

Expand and collapse entity decompositions

1. Collapsed entities can be expanded by double clicking on them.
2. Expanded entities can be collapsed by double clicking on them.

Searching for entities

1. In the upper right of the page is a search bar, that can be used to find entities.
2. Start typing the name of the entity that you wish to locate and it will autocomplete with the available entities.
3. Once you pick an entity from the auto completion list it will be highlighted blue.
4. If the entity is not visible because it is in an collapsed parent then its parent entities will be highlighted in successively lighter shades of blue

Understanding the entity highlighting

1. When you mouse over a link it and all of its connected entities (and their parents) will be highlighted in yellow.
2. When you search for an entity it and it's parents will be highlighted blue.
3. The system highlights unconnected entities in red to let you know they have not been connected.
4. The system highlights requirements red unless they are linked with a function or artifact.
5. The system highlights functions red unless they are linked to an artifact that realizes them.