Table of Contents

Purpose

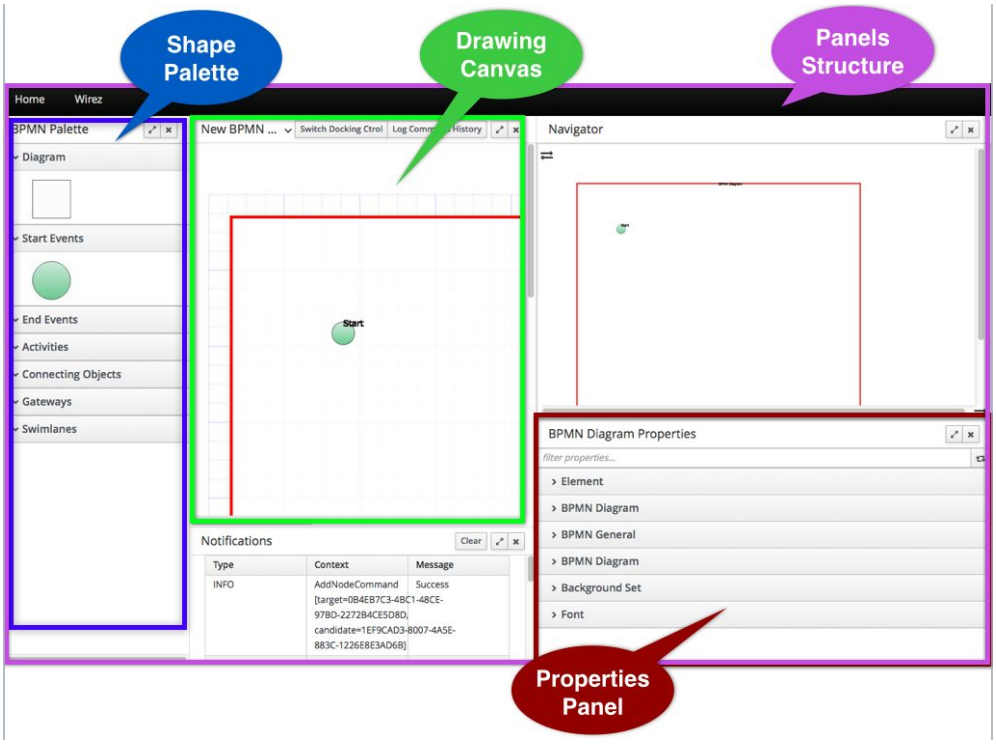
To define features to be delivered with the first/initial phase of the Wirez BPMN2 Editor.

Goal

Provide a functioning deliverable that showcases capabilities of our new BPMN2 editor based on UF workbench, lienzo, and livespark forms.

Focus Areas

We will focus on different areas of what is currently available within the Wirez BPMN2 editor and propose updates/changes on those. Focus areas are divided into following sections:



Shape Palette

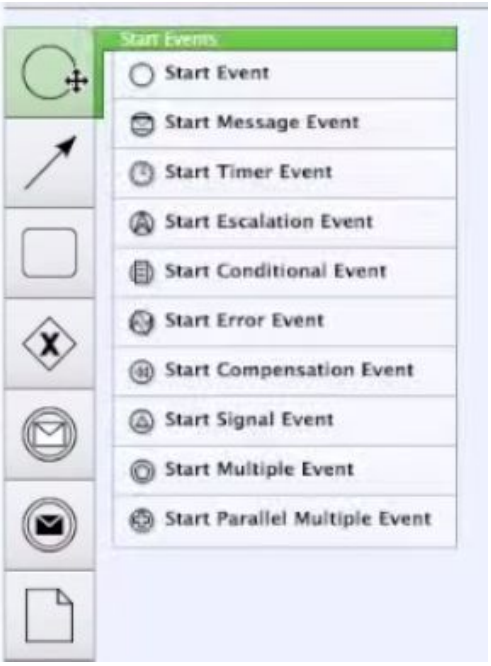
Current Shape Palette is similar to the Palette present in the Oryx Designer. Shape groups are displayed inside accordion sections. Each group contains a number of shapes that belong in that group.

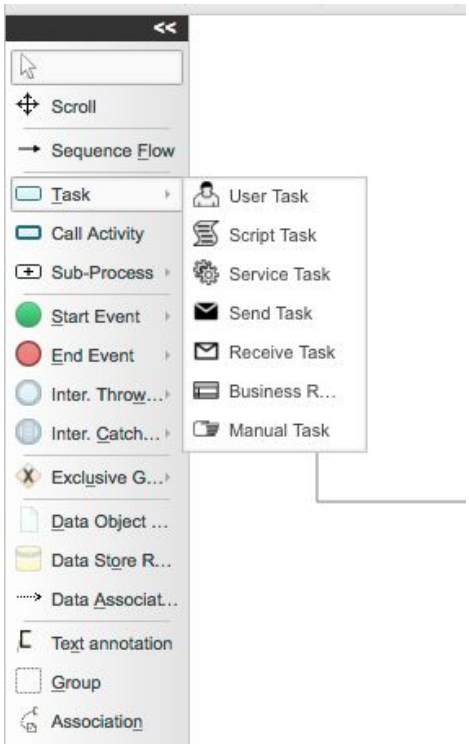
Proposed Changes for initial Phase:

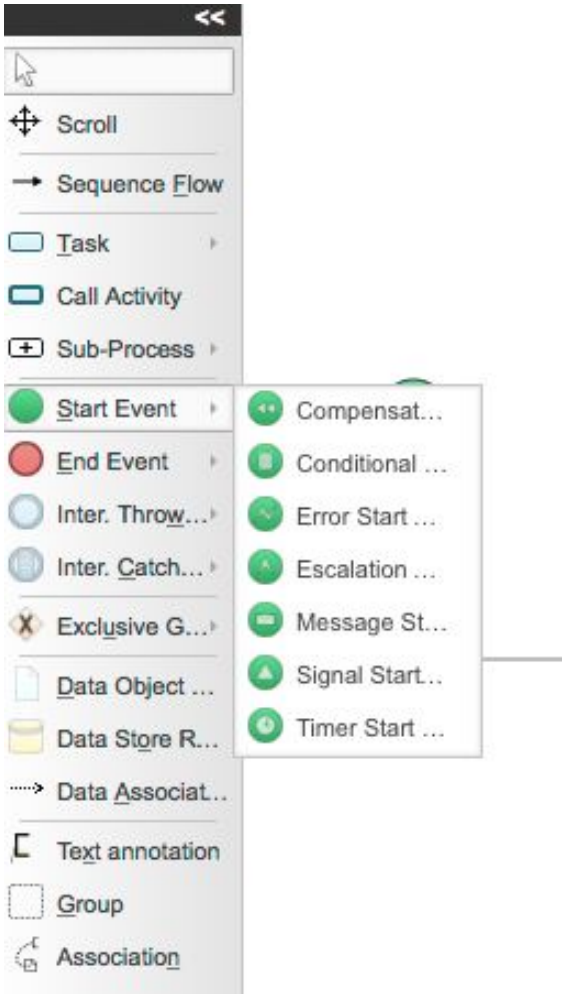
- Title of this section should be same as in oryx designer and be named “Object Library”.
- Panel should have ability to be collapsed / expanded to the right allowing users to “hide” it if wanted to allow more room for the drawing canvas.
- Include shapes which are present in the oryx designer “RuleFlow” library set (**NOTE**: we will replace the None Task with User Task!!)

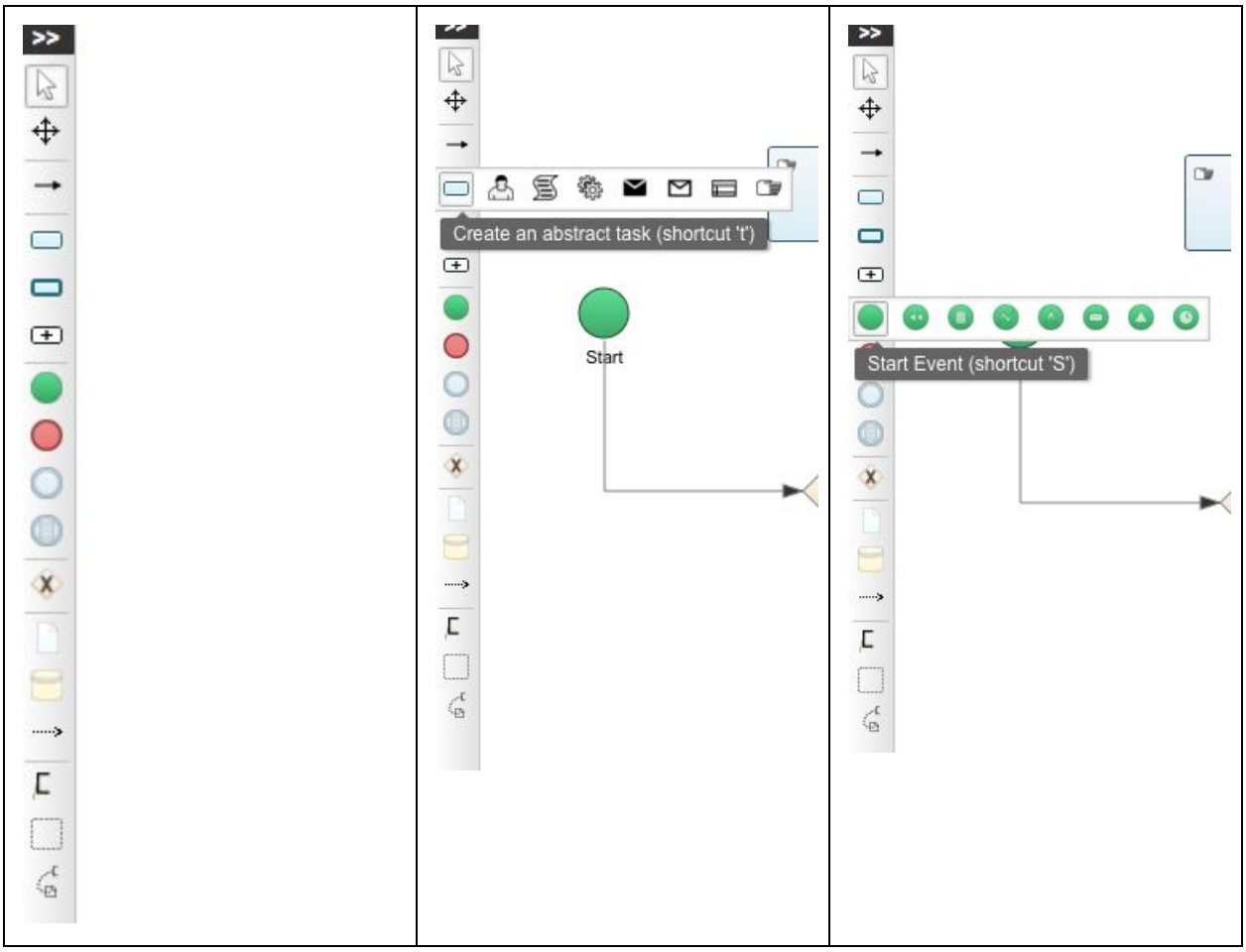
- Change the display of this section from the accordion design to a simple vertical node display. This seems to be a lot more user friendly as all shapes are visible without expanding accordion sections. Editors such as the Camunda editor use this type of display. Example of what this could look like:

- This display shows all available BPMN2 nodes in a simple and organized display. It can be updated for larger object sets such as the current oryx “Default” and or “Full” by displaying a default node type and allowing users to then choose a specific node type, similar to what was done in other existing editors:


Start Events
Start Event
Start Message Event
Start Timer Event
Start Escalation Event
Start Conditional Event
Start Error Event
Start Compensation Event
Start Signal Event
Start Multiple Event
Start Parallel Multiple Event


Scroll
Sequence Flow
Task
Call Activity
Sub-Process
Start Event
End Event
Inter. Throw...
Inter. Catch...
Exclusive G...
Data Object ...
Data Store R...
Data Associat...
Text annotation
Group
Association
User Task
Script Task
Service Task
Send Task
Receive Task
Business R...
Manual Task


Scroll
Sequence Flow
Task
Call Activity
Sub-Process
Start Event
End Event
Inter. Throw...
Inter. Catch...
Exclusive G...
Data Object ...
Data Store R...
Data Associat...
Text annotation
Group
Association
Compensat...
Conditional ...
Error Start ...
Escalation ...
Message St...
Signal Start...
Timer Start ...



Property Panel

The initial phase should include a minimal set of properties for the available BPMN2 shapes.

Shape Properties:

Shape	Properties
User Task	Name, Actor, Assignments
Business Rule Task	Name, Ruleflow Group, Assignments
Script Task	Name, Script
Reusable Subprocess	Called Element, Assignments
None Start Event	Name, Data Output

None End Event	Name, Data Input
Terminate End Event	Name, Data Input
Gateways (xor and parallel)	Name

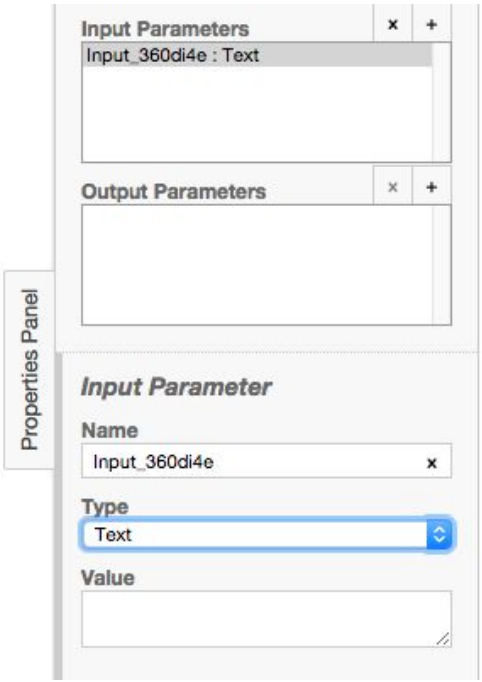
Each shape can also include a set of graphical properties (TBD based on how we do the node display):
Background Color, Border Color, Border Size, Width/Height (for rectangle based shapes) and Radius for circle based shapes.

This list does not include properties which are present in the “Simulation” property sections present in the oryx designer. This is planned to be added at a later stage.

Diagram Properties (properties specific to the “drawing canvas”):

Digaram/Process	Name, ID, Package, Version, Process Variables

- **Property Editors:** For the initial design all properties inputs should be basic HTML5 input elements. There should be no custom editors which are prevalent in the oryx designer. Custom editors can be added in future phases.
- **Custom Editors:** All properties should be presented inline in the properties panel. There should be no popup editors which are triggered by by button clicks or similar. This can be added if needed in future phases.
- **Complex properties (Data Inputs/Outputs/Assignments):** We should reuse the work done on the oryx Data IO Editor which is already a reusable UF component. However instead of displaying it as a popup as it is custom within oryx designer we should display it within the property panel, similar to how it is done in the Camunda editor:



All other shape properties for first phase should use basic html5 components depending on their type (dropdowns, text input/area, etc):

Property Types

Property	Type/HTML input
Name	Text/TextArea
Actor	Text/TextArea
Ruleflow Group	Text/TextArea
Script	Text/TextArea
Called Element	Dropdown menu
Data input/output / Assignments	Tables
ID	Text
Package	Text
Version	Text
Process Variables	Tables

- **Sample Property Panel for User Task:**