Best Practices: The Happy Path of Blue Prism

The easy way to write and understand the graphical language Blue Prism. With 10 easy rules you add up a major change and gain a new level of clarity.

Rule 1: The workflow goes always from top tot he bottom (Except „Exceptions")
   a.   …
   b.   …
   c.   …

Rule 2: There is exactly one „Start" and one „End"
   a.   …

…

Rule 5: Decisions go only down (the happy path) or to the right (unhappy path)
   a.   The further the right, the worse it is

…

Rule 10: Icons with a common faith are aligned by the top edge
   a.   …

Design of Business Objects

…

Exceptions
The easy way to find any Exception from Reports in the Process-/Object-Studio

Exception Detail: <P/BO> Name / Action: Reason

- P (for Process) or BO (for Business Object)

- Name of the Process or Business Object

- / as Separator between Object-Name and Acion-Name

- Name of the Action

- : as Separator

- Exception Reason