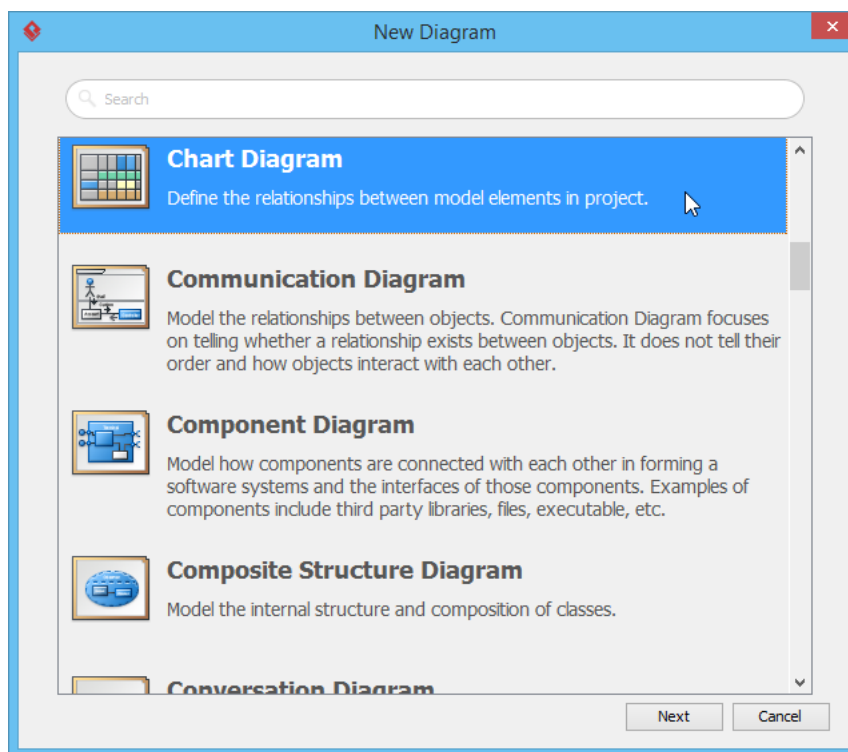




How to Customize a RACI Chart?

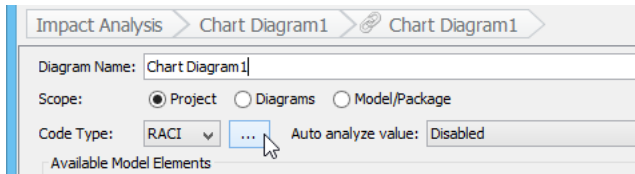
Written Date : February 23, 2016

1. Download [Time Killer Mini Online Game.vpp](#).
2. Open *Time Killer Mini Online Game.vpp* by selecting **Project > Open** from the application toolbar and selecting the *Time Killer Mini Online Game.vpp* file you just downloaded.
3. Create a chart (diagram). Select **Diagram > New** from the application toolbar.
4. Select **Chart Diagram** and click **Next**.

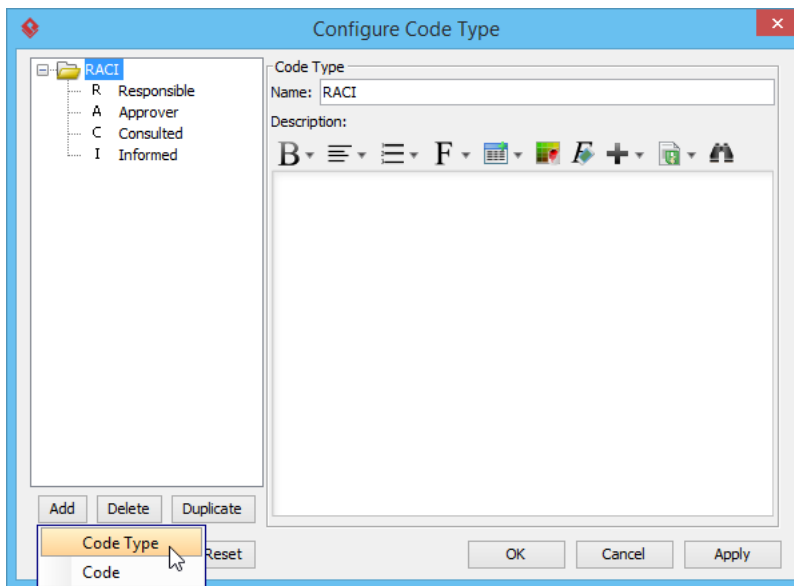


5. Click **OK** to confirm.

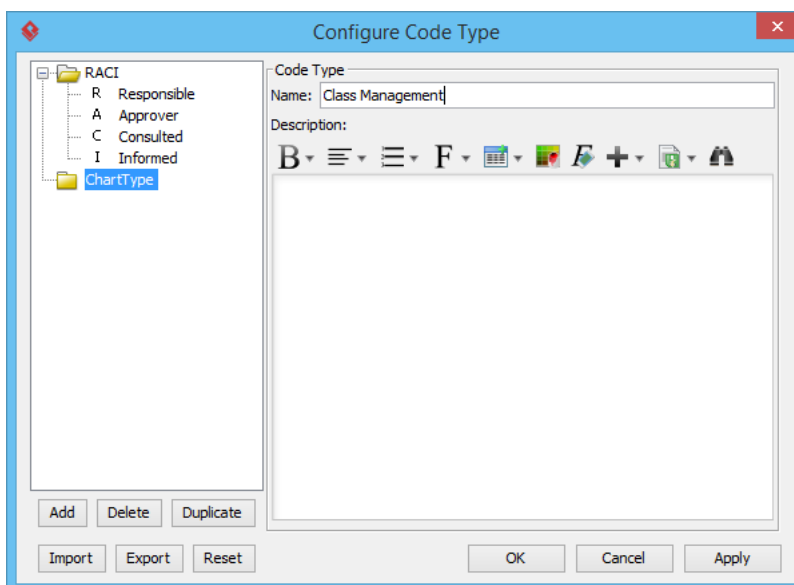
6. Apart from the built-in chart type, you can configure a new type of chart or modify an existing chart by clicking the ... button next to **Code Type**.



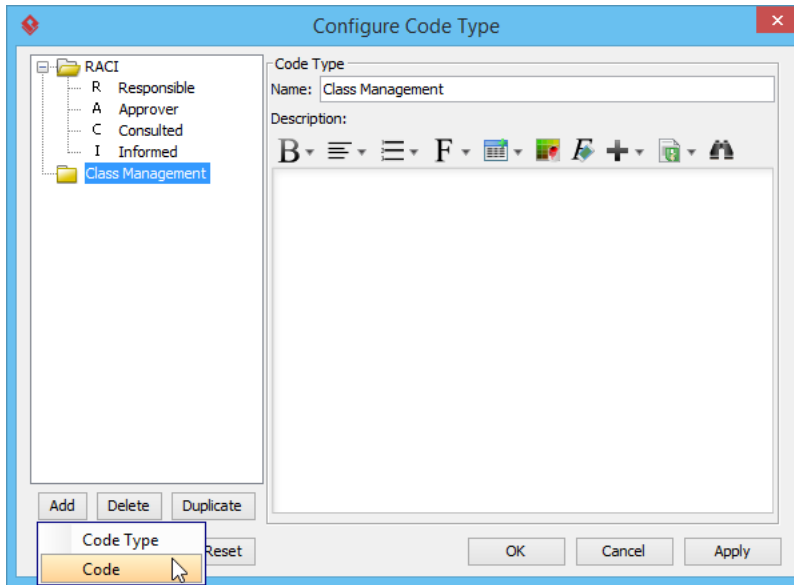
7. Let's configure a new chart type by selecting **Add > Code Type** from the drop-down menu.



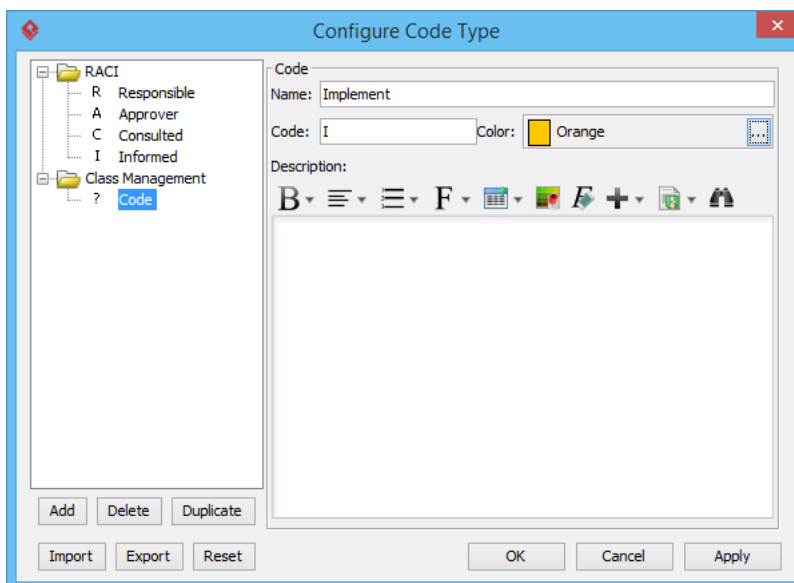
8. Name the newly created chart type as *Class Management*.



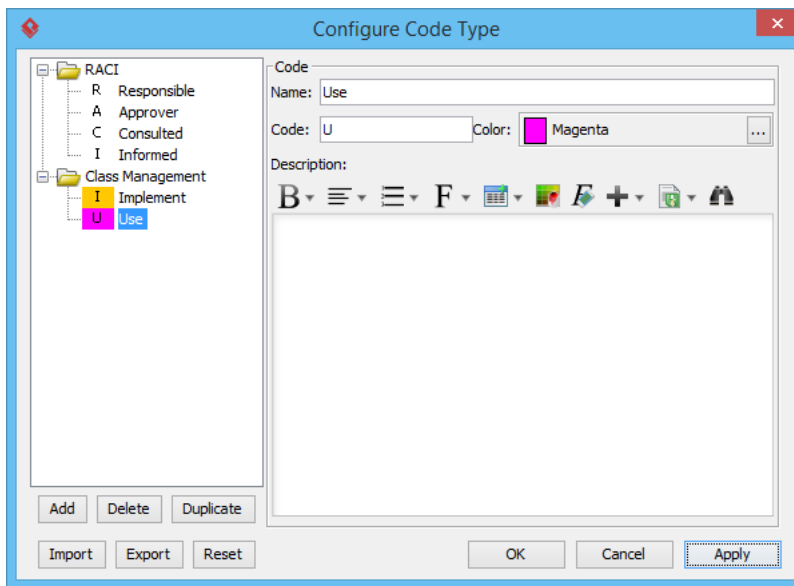
- Next, configure roles for *Class Management* by clicking **Add > Code** from the drop-down menu. The added code will therefore be used as a role in the chart type.



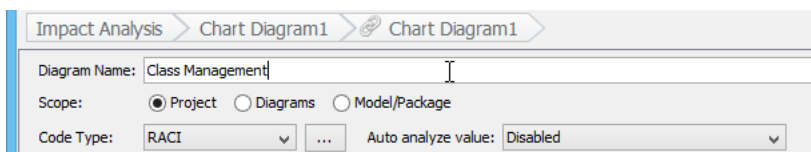
- Let's define a role, *Implement* for the chart type by entering *Implement* in the **Name** field and *I* in the **Code** field. Click the ... button next to the **Color** field and select **Orange** from the pop-up menu.



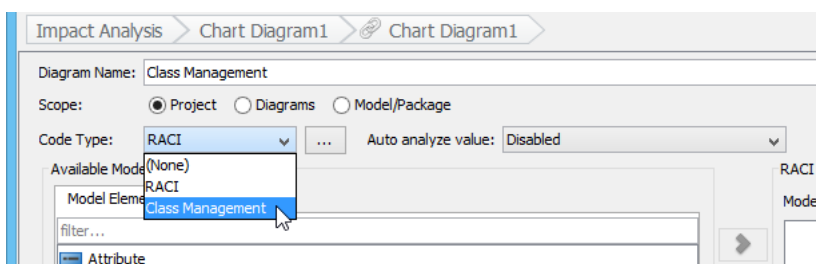
- Repeat steps 6 and 7 to add another role, *Use*. Enter *Use* in the **Name** field, select **Magenta** in the **Color** field, and enter *U* in the **Code** field.



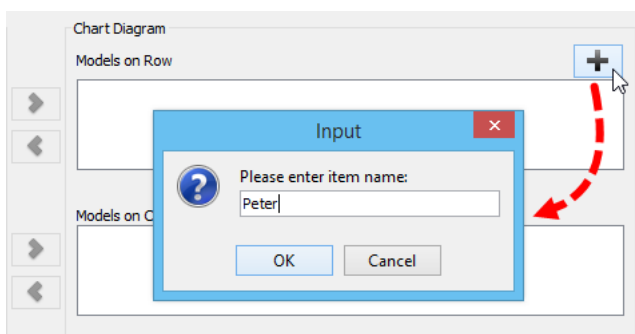
- Click the **OK** button.
- Now, we can create a responsibility chart. Name the chart as *Class Management*.



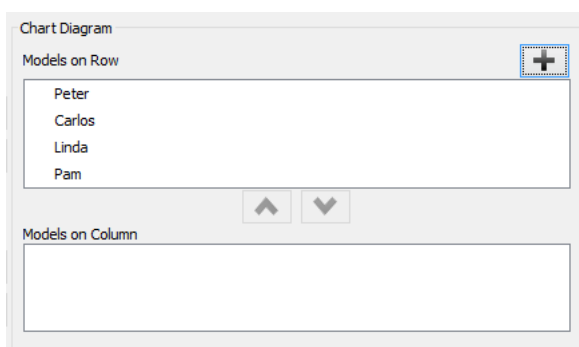
- The new chart type is created in **Code Type**. Let's select **Class Management** from the **Code Type** combo box to build a responsibility chart.



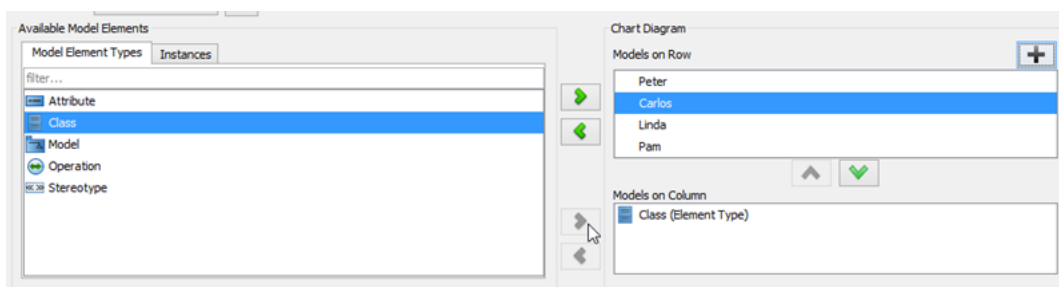
- Next, define team members involved in *Class Management*. Let's define *Peter* as a team member by clicking the + button next to **Models on Row**, entering *Peter* in the pop-up **Input** dialog box, and clicking the **OK** button.



- Repeat the previous step to add three team members: *Carlos*, *Linda*, and *Pam*.

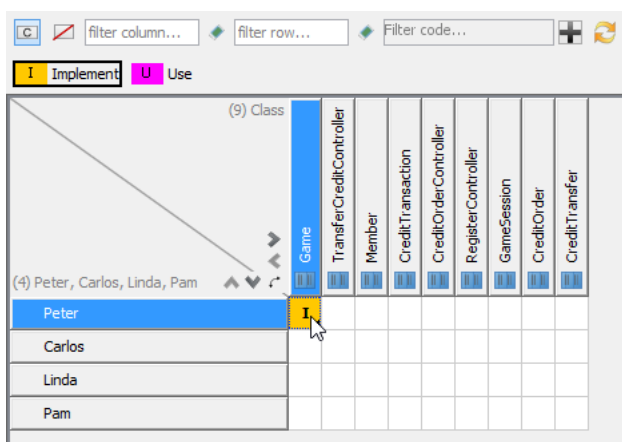


- Let's specify a model element type taken in *Class Management* by selecting **Class** under the **Model Element Types** tab.



- Click the **OK** button.

19. In *Class Management*, you can assign a specific role for each team member. Let's assign *Peter* to *Implement* for *Game* by clicking the **Mark Code to Cell** button on top of the chart and then clicking *Game*.



20. Assign the roles to all team members (participants) following the table below:

Participant	Class	Role
Peter	TransferCreditController	Implement
Member	Implement	
CreditTransaction	Implement	
Carlos	CreditOrderController	Implement
RegisterController	Implement	
Linda	Game	Use
TransferCreditController	Use	
Member	Use	
CreditTransaction	Use	
GameScreen	Implement	
CreditOrder	Implement	
Pam	Game	Use
CreditOrderController	Use	
RegisterController	Use	
CreditTransfer	Implement	

A complete chart is shown below:

	Game	TransferCreditController	Member	CreditTransaction	CreditOrderController	RegisterController	GameSession	CreditOrder	CreditTransfer
Peter	I	I	I	I					
Carlos					I	I			
Linda	U	U	U	U			I	I	
Pam	U				U	U			I

Resources

1. [Time Killer Mini Online Game.vpp](#)



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(<https://www.visual-paradigm.com/>)

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(<https://www.visual-paradigm.com/tutorials/>)