Design Goals

Core Challenges

Increase the speed of creating mockups and prototypes
- Reduce the number of decisions designers need to make when deciding about the colors and alternatives of the components.

Be able to focus on what's need to be designed
- Designers no longer need to spend about the design for existing components

Secondary Goals

Increase visual reference on components
- Developers can have a better visual reference on the components, including different states of a component.

Long Goals

Have a coherent experience in the platform
- Users no longer need to deal with different variations of the same component

Stages

Stages are a set of tasks to accomplish the goal of the design system.

Stage 1: Components Inventory - Typing within each components, Buttons, Forms

Stage 2: Colors - Reviewing color inconsistency

Stage 3: Design Principles

Stage 4: Layout - Grid System, Layout Structure

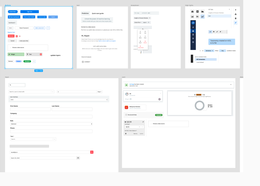
Stage 5: Typography

Stage 1: Components Inventory

This is a stage where every instance of each type of UI component in the current product will be collected and cataloged

Steps:
- Gather all instances of current UI in Figma into the pattern, categorize, and issues, including inconsistent instances for each category, starting with the most basic and most common components, such as buttons, forms, tooltips, tabs, toolbar, checklists, dropdown menu, progress indicators, etc
- Resolving high priority inconsistency issues in the front end

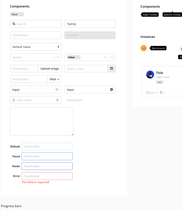
Examples of existing UI patterns



Examples of unified components in the Design Library

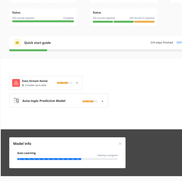
Buttons

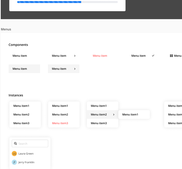
Form Inputs



Tooltips

Progress bars



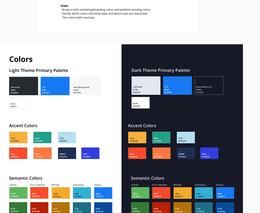


Menus

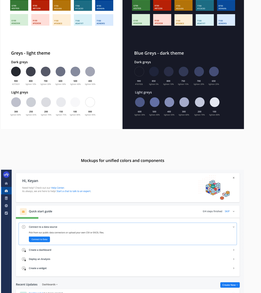
Stage 2 Colors - Resolving color inconsistency

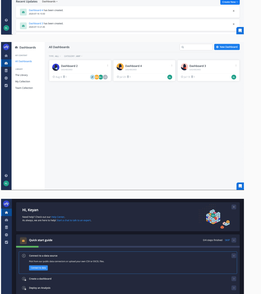
This is the stage where we pick the primary colors, accent colors, and semantic colors.

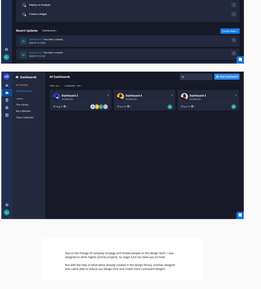
Steps:
- Bring in both marketing/branding colors and platform existing colors
- Resolve inconsistency issues that had and didn't exist and intended
- Test colors with mockups



Mockups for unified colors and components







Due to the change of company strategy and limited people on the design team, I was assigned to other higher priority projects. So stage 3 & 4 has been put on hold.

But with the help of what we've already created in the design library, another designer and I were able to clean our design mess and create more consistent designs.