

# **BlackLogic Engineering Principles**

*Guiding all BlackLogic  
Technologists*

# 1 Software Development Lifecycle (SDLC)

No system is built without a lifecycle. Follow all stages:

Problem identification

Requirement analysis

System design

Development

Testing

Deployment

Maintenance & iteration

*Coding without lifecycle thinking is guessing, not engineering.*

## 2 Problem-Solving Mindset

Engineers exist to solve problems, not write code.

Always ask:

What problem does this solve?

Who benefits from this solution?

What happens if it fails?

*A well-defined problem is already half solved.*

## 3 Backend Engineering Principle

One backend language only:

**Python**.

*Consistency, security, and maintainability are mandatory.*

## 4 Front-End Engineering Principle

Approved stack:

HTML5

CSS / Tailwind CSS

Vanilla JavaScript

*Strong fundamentals  
outlive frameworks.*

## 5 Layout Guide

Structure guides understanding. Content must flow logically and avoid clutter.

*Layout is visual logic.*

## 6 Navigation Discipline

Use only approved navigation types: hamburger, top, bottom, side. Maximum 6 items per navigation.

*Too many options is a usability bug.*

## 7 Logo & Identity

Identity must be visible but not dominant. Minimum size: 250px, Maximum size: 350px. Placement must be consistent.

*Brand supports the system – it does not compete with it.*

## 8 Description & Action Buttons

Every screen must clearly indicate the next action:

One primary action per screen

Clear, direct descriptions

No decorative actions

*Unclear actions slow systems and users.*

## 9 Color Palette

Color communicates system state. Use limited palette for actions, warnings, and feedback.

*Color misuse is a logic error, not an aesthetic one.*

## 10 Consistency

Actions and visuals must be consistent throughout the system.

*Inconsistency breaks trust faster than bugs.*

## 11 Forms

Forms must prevent user errors. Use minimal inputs, clear validation, and helpful error messages.

*Bad input leads to bad systems.*

## 1[2] Icons & Images

Visuals must support meaning. Icons must be intuitive. Images must add context.

*If it doesn't help, remove it.*

## 1[3] UI / UX Precision

Alignment, spacing, and interactions must be precise and predictable.

*Small UI mistakes signal deeper system problems.*

## 1 | 4 Testing & Debugging

Test continuously, debug systematically, and validate before deployment.

*Unfixed bugs grow into system collapse.*