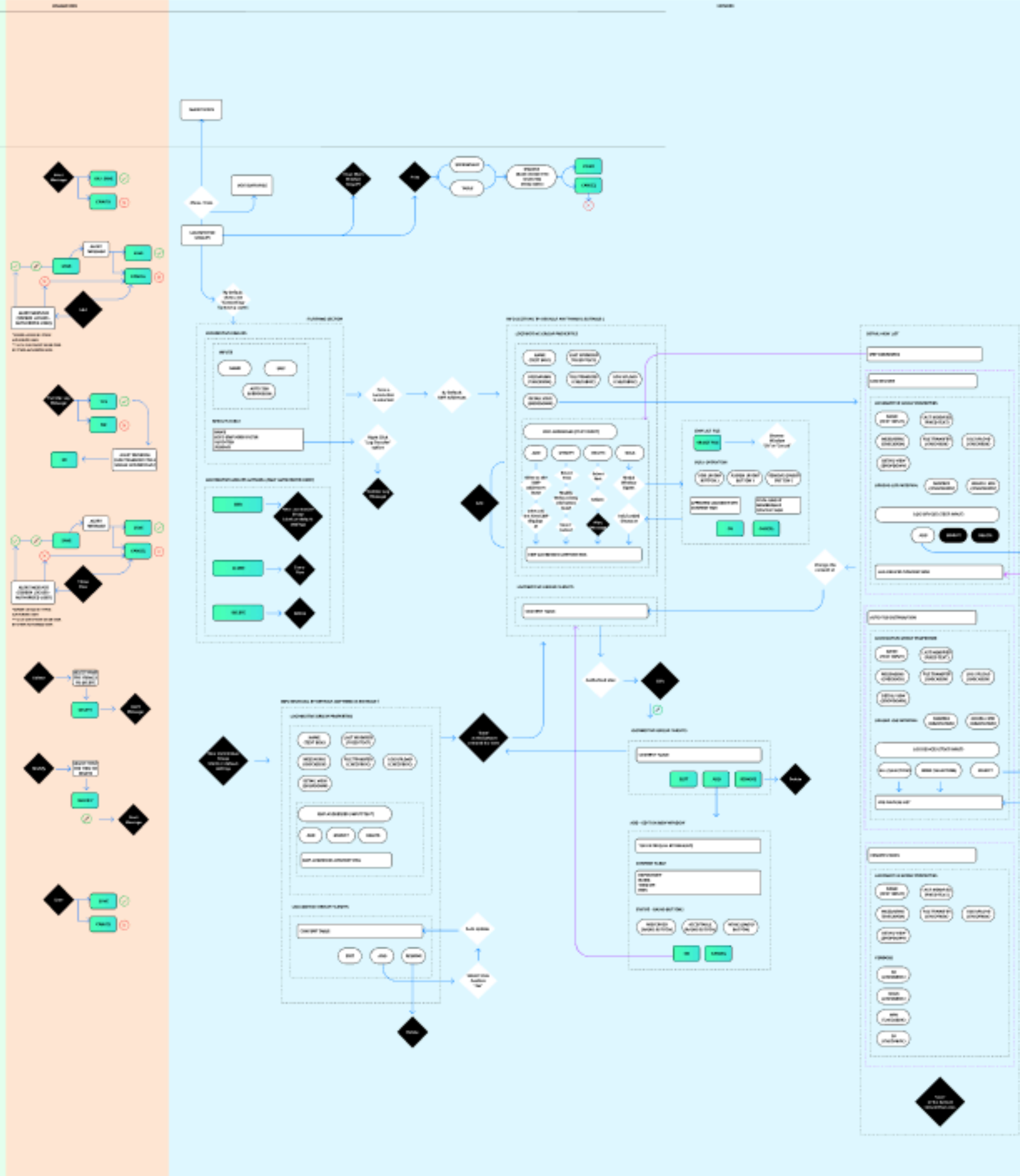


# UNDERSTANDING BOS MESSAGING AND USER FLOWS

Railroads have their way of communicating, so we invested time in:

- Ideation Workshops, Talking with Developers to understand nested or hidden actions
- Understand How the information traveled at the BOS tool, creating also System and User Flows
- What, why, and how do they use specific acronyms to define problems or solutions
- What was the meaning of every Message Code for the backend developer  
This means, as an example, understanding that CSX0256 at a window means a problem with an external element on the railway, so the train did not have permission to move until resolving that issue





# SKETCHING, DESIGN CONCEPT AND FIRST ITERATIONS FOR A FLUTTER POC

- Everything at Figma and using Figjam for Design Thinking Sessions.
- The owner of the project wanted to export directly to Flutter, but the actual tools just work to export for a mobile app resolution, we wanted to make it for a desktop screen size, an activity that so far Flutter is still refining, and the actual tools do not get there yet.
- The Hands-Off happened as a normal inspection of CSS at Figma with a Zeplin output too.
- Because of the complexity, all the redesign takes a year with only myself as a UX designer.

