User Experience Design Manager and Strategist

Team members

UI Developer (QA Emphasis)	UI Developer (Low-code Focus)	UI Developer (High-code Focus) *Phase 2*	Junior UI Developer *Ideally Phase 1, but can be Phase 2*	Junior UX Designer (Emphasis on UX writing)	Junior UI/UX Designer (Emphasis on UI design and Accessibility) *Phase 2*

Problem Statements	Goal Statement	Scope	Outcome	Metrics (Measuring Success)
Throughout BAM there is the following: - a lack of design resources available for individual project teams - repeat functionality and UI Elements being built - a lack of resources to resolve problems previously solved by others - a lack of clearly defined standards and best practices **Within MyVector there is the following:** - a lack of time and resources devoted to maintaining and implementing a design system (both in design and development), which results in teams misusing the system or rebuilding pre-existing items - a lack of clearly defined best practices for UI design and front-end implementation	Develop internal tools and resources for UI/UX design and front-end implementation throughout BAM through the creation of a shared multi-platform design system Support development teams who require assistance building out complicated designs and functionality Junior Designers can serve as floaters to work with team designers and build out mockups with individuals that require support	Phase 1 would be concerned solely with Outsystems Phase 2 would be focused on building out a design system with teams using Angular (there are at least 4 teams using Angular and two designers looking to create this shared system)	An intuitively designed design system that focuses on continuity, reusability, and communication drastically decreasing the time taken to develop and implement new designs. The creation of a fully themeable design system that can be applied to all pre-existing and future projects. The creation of readymade screen templates for all frequently used layouts and workflows allowing developers to drag in a template and tie directly into the backend The development of design resources and documentation Custom internal libraries and resources to improve upon the design and devleopment process	Success can be measured through the analysis of the following: - time taken to complete items in devops. With this clearly built out design system and resources, the time needed to complete a design and implement it should decline. - number of mockups needing to be created drastically declining - less of a need for UI and front-end deveopment work on individual teams because it will be done at a company level

Objective(s)

1. Create a fully searchable and dynamic style guide with clear documentation for using the design system, including a list of all classes in the system and the required input variables
2. Development of UI/UX resource site and front-end development best practices, which can serve as an easy to use resource hub for developers (initiall with Outsystems, but can be used by high-code as well
3. Simplify the front-end development process for creating new designs and processes, decreasing the turn-around time for getting things in production
4. A reusable design system for highcode projects

Strategic action description	Outside Assistance	Sprints Needed	Desired outcome	Assigned Sprint	Status
Audit current design system to identify changes needing to be made to pre-existing items	No outside assistance required To be done prior to team spin up by Arielle.	One fully dedicated sprint	A POA for the style guide is developed and change pbis written	Sprint 183	Complete
Audit Army and MyVector to create a list of all reusable items that can be pulled into the shared library	Will require assistance from Army representative and MyVector representative(s) To be done prior to team spin up by Arielle.	One fully dedicated sprint for creating work items	A POA for the style guide is developed and pbis are written to get the items added to the styleguide	Sprint 184	Complete
Transfer all reusable design UI elements to shared design system	May require some assistance from dev teams to get answers to questions, but should be minimal	Time to complete depends on work items generated in previous 'spike', Will most likely take, at a minimum, three sprints to get everything transferred and documented		Sprint 184 - Sprint 188 (Will be done incrementally)	
Create framework for redefining system variables	No outside assistance required To be done prior to team spin up by Arielle.	One fully dedicated sprint.	Documentation is created with all of the variables that exist in the system outlined	Sprint 185	Complete
Create new dynamic Live Style Guide	May require some feedback from UI developers, but should be minimal	One sprint to test potential solutions and create plan. There will then need to be time allotted to scoping and building out the new system incrementally. Will likely take several sprints, but other work can be done in conjunction with this work	POA for the dynamic styleguide determined, mockups created, and PBIs written	Sprint 183	Currently being worked
Breakdown, document, and provide the details for any elements not currently existing in the shared design system	Will require some assistance for all members of design chapter	This can be done in conjunction with additional work and is something the designers have already started working on.	PBIs created for items needing to be added to the design system	Sprint 183 - Sprint 190 (Done incrementally)	Designers are working this while doing their team work
Development of UI testing strategy	May require advice and guidance from Ewin	Will need additional assistance to be able to communicate how much time this will require to be completed			
Creation of BAMUI delivery plan and architecture	May require guidance from PO/PM regarding best practices when constructing delivery plans To be started prior to team spin up by Arielle.	This will be done incrementally and will evolve over time. The main priority is establishing a process for how new UI requests can be added			
Offer dedicated assistance to MyVector for completing MyPers Sunset work		As much time is needed by MyPers.			
Build out responsive versions of all layouts and containers	Will require ability to test on mobile device	This has already been started and I have designers going through their designs to gather what other containers are required. WIll aim to have this completed in the next sprint or two.			
BAMUI 3.0					
BAM UI High code library and implementation	Will require assistance from Brandi, Will, and Sam, as well as some guidance from members of their teams				
Creation of BAM UI internal testing application	This is something previously discussed with Kurt on Ignited that would require his assistance to implement				
Creation of BAM UI Data Visualization library and best practices	This will require assistance from Aneta and the Data Analytics team				
Creation of Compliance tools and resources	Will require some assistance from Ewin and Peter				

Additional releases will happen as we get to this point, but this would be a fully responsive UI system that has animated transitions and an extensive screen template library

There are multiple teams across BAM that are interested in using this on their team and have components to contribute (Dantes, Spouse Programs, Ignited, etc.)