General

- What proven UI/UX principles, code structure and testing data can we use instead of just our gut instinct?
- Who can contribute their knowledge, skills and perspective to move this project forward?
- Is what we are working on part of a larger pattern?
- Is there something that already exists that we can use instead of introducing something new?
- What implications might the change have? Best case? Worst case?





User perspective

- What types of users see this screen and what are their possible user intents?
- Does the way how something works match the user's expectation of how it should work (mental model)?
- What is the most frequent user intent? Is it visually more prominent?
- Can we identify a user with a specific user intent and only (or more prominently) show them what they need?
- If users voiced a suggestion is it actually the solution to the issue they are having?
- Does the user have an issue with the specific view or with a pattern?
- How can we test/measure if the issue is resolved?
- What could the user do to break this?





Designer perspective

- What apps solve this issue well? Is there a known mental model that we can match?
- Is there a design pattern in delos that we can use?
- What is every single design choice communicating?
- Does a design choice help or harm a specific and/or the most frequent user intent?
- Is there a visual hierarchy? Does it match the hierarchy of user intents?
- How can we create visual groups? 7 groups are better than 7+ ungrouped elements (Miller's law)
- Can the groups be semantic instead of type groups?





Frontend Developer perspective (SCSS)

- Is there existing code/mixins/tools we can use?
- Where in the ITCSS structure does this fit?
- Can we introduce a more general setting variable, tool or layout component instead of component specific code?
- Do we really need to override somnething or can we fix what we are overriding?
- Can this be (easily) overidden by a custom system style (skin)?
- What consumer code could break this?



