Tools redesign

# Employer

Big Fish Games

# About

The company initiative was to bolster our internal tools and increase usability for our company employees.

The challenge? Each tool looked as if a different person created it. There wasn’t any unification between each tool. This created two major projects, style and convention guide and then a tool redesign. A team of front-end engineers manages these tools and the design comes from a small UX team.

# Process

To start off this project, the first action was to audit the existing tools and identify all the various design patterns being used. Then I reached out to the engineering team to learn about their process, in doing so I learned that they’ve been using a Boostrap 2.0 and angular framework. This helped in identifying how to curate the expected design results for the various patterns.

Categorizing

The next challenge with the audit was that different patterns were used inconsistently, with this being noted, I started to create a basic set of guidelines for each pattern which consisted of the following: Description, Classes, Rules, Visual Example, and bootstrap help link.

HTML creation

Once my local document had taken form I then reviewed it with the UX team for consistency and feedback. Unfortunately a document isn’t the best way to keep a living document because everyone could have a different version. So the engineering team gave me a internal working space to convert the document into a living HMTL page. The HMTL document provided guidance with various design patterns, side panel table of contents, and examples. The living document had finally been created. Available to add/edit design patterns.

Tool redesign

At this point, the establish guide would help with new tools, but their still wasn’t any tool cohesion. The next hurdle was to take each tool one at a time and recreate it within Sketch using the new guidelines established. This part of the project came in two speeds, super quick and halt the presses. When progression halted, it typically was in the result of the complete tool requiring a functionality redesign. This typically spurred off new projects beside from the tool design unification.

# Final result

In the end, the project was a success with an HMTL document of all the current design patterns for UX Designers, Engineers, and Project Managers to view and new designs for the existing tools.