Tools redesign

# Employer

Big Fish Games

# About

The stakeholder request was to take existing internal web tools and unify design across all tools.

The challenge? Each tool looked as if though it each tool was designed by a different team. There wasn’t any unification between each tool. This created two major facets of the project, style and convention guide and then a tool redesign.

# Process

To start off this project, I audited the existing tools and identify all the  design patterns being used. Then I consulted with the engineering team to learn about their process. In doing so I learned that they’ve been using a Boostrap 2.0 in conjunction with the angular framework. This identified the design limitations for style guide.

### Approaches used:

Interviewing

Design analysis

## Categorizing

As I cataloged the various design patterns, it was noted that each pattern was being used with various inconsistencies. To correct this, I started to apply guidelines per pattern. Guidelines included: Description, bootstrap classes, rules, a visual example, and a help link to the bootstrap website.

### Competitive analysis

As I was categorizing the document, I approached a conflicting writing style. One style was meant for designers and the other was for the engineers. To solve this problem I reviewed style guides for the following: Apple, Google, Starbucks, and Atlassian.

### Approaches used:

Competitive Analysis

## Iteration

Early and often I would share my document in progress with my UX lead. This helped with identifying all the design patterns currently in place and new ones in the works, while also maintaining a consistent tone and format.

### Approaches used:

Team collaboration

## HTML creation

The style guide had become a living document, so in theory it could never be complete, just up to date. After I had gathered all the used design patterns I needed to place the document in a easily accessible location. That’s when the engineering team helped create an internal web location for the style guide. Once the location was setup I was able to start converting my word document into a web document.

Typically creating a straightforward help document with headers and body text is a sure thing, until I began to show examples of each pattern. The problem that appeared was the unique classes and id’s the engineering team had used. After dissecting their code I was able to amend my CSS with their CSS and provide a 1:1 example.

### Approaches used:

Team collaboration

## Tool redesign

Now that there is a unified design approach to the various design patterns, it was time to propose a redesign to the existing tools. The tools fell into two categories, design update and complete overhaul. With an established style guide, the redesign process proceeded rather swiftly. Using Sketch as the primary design application, I created PDF’s that showed engineer’s common user flows, validation messaging, and overall design.

### Approaches used:

Team collaboration

Design using Sketch

# 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 reference. As well as new updated designs for the existing tools.