Tools Redesign

# Employer

Big Fish Games

# About

The design team has been tasked updating and adding new tools to the internal suite. Then it was noticed that the existing tools had been using inconsistent design patterns and conventions. This created two major deliverables for the project: a style and conventions guide and subsequently a tools redesign.

# Approaches used

* User Interviews in this project, the users are developers & designers
* Pattern Library
* Competitive analysis
* Taxonomy
* Team collaboration
* Design using Sketch

# Process

To start off this project, I audited the existing tools and identified all of the disparate design patterns. Then I consulted with the various/different engineering teams to learn about their current practices. In doing so, I learned that they had been using Boostrap 2.0 in conjunction with the angular framework. This identified the design limitations for the style guide.

## Categorizing

As I cataloged the various design patterns, it was noted that each pattern was being used with various redundant inconsistencies. To correct this, I started to determined guidelines for each pattern. Guidelines included: description, bootstrap classes, rules, a visual example, and a link to the bootstrap documentation.

### Competitive analysis

As I was creating design taxonomy, I encountered a conflicting writing style. One language style was meant for designers and the other was for the engineers. To solve this problem, I reviewed the style guides for the following: Apple, Google, Starbucks, and Atlassian.

## 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.

## HTML creation

The style guide had become a living document. In theory, it could never be complete, just up to date. After I had gathered all of the applied design patterns, I needed to place the document in an easily accessible location. I worked with the engineering team to communicate our needs to guide them in an internal web location for the style guide. Once the location was setup, I was able to start converting my documentation into a web compatible format.

However, when accounting for the visual examples of each pattern, a problem arose. Some design pattern created by the developer used custom ID’s and custom styles. To create a true 1:1 example I combined their CSS stylesheet with my documentation.

## Tool Redesign

Now that there was a unified design approach to the style guide and conventions, it was time to develop a redesign proposal for the existing tools. The work could be classified as either minor, superficial updates or as a complete design overhaul. With an established style guide, the redesign process proceeded rather swiftly. Using Sketch as the primary design application, I created PDFs that showed engineers, common user flows, validation messaging, and overall design.

# Final result

In the end, the project was a success with an online resource document of all the current design patterns for UX Designers, Engineers, and Project Managers to reference as well as newly updated designs for the existing tools.