PUI FP4 Write-up

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Part 1: Description
My application is a Figma plugin that organizes components clearly and visually, which allows users to see what components they have created. The plugin does not contain information but processes it in a Figma file.

One of the main benefits of using my plugin is that it helps designers save time by making it easy to find the specific components they need for a project. With the original Figma functions, designers often have to spend a significant amount of time searching through different layers and pages to find the right component, which can be frustrating and time-consuming. The side panel for components is less useful since it resizes every component to a square thumbnail, making it hard to tell if the component is long in width or height.

In contrast, my plugin allows designers to see all of their components in one place, organized in a way that makes sense to them. This means that designers can quickly and easily locate the necessary components without spending valuable time searching for them.

Another advantage of my plugin is that it helps designers and collaborators maintain a consistent design system. When designers create components, they can easily get carried away and end up with many components that need to be consistently organized. Collaborators unfamiliar with Figma functionalities might be unable to find components easily and thus make designs that must be aligned with existing systems.

With my plugin, designers can easily see all of their components in one place, ensuring that they are organized consistently and that their design system is cohesive. This helps to create a more professional and polished final product, which is essential for any design project.

Part 2: Interaction
- Users would click a start button that initializes the plugin
- Users would then be presented with a list of the components they have created in the Figma file.
- Users can check off checkboxes or check “select all” to select all checkboxes
- Once the checkboxes are selected, users can run the organization where the selected components will be organized nicely on canvas.

Part 3: External Tool Used

This is a Figma plugin, so the only “external tool” that I used or referred to is the Figma Plugin API.

- Why did you choose to use it?
  This is necessary to interact with Figma nodes with Figma Plugin API. Theoretically, it is an iframe embedded in Figma desktop, which is web-based.
- How you used it?
  The Figma plugin file structure does not allow a folder structure where HTML, CSS, and JavaScript files can be linked together through reference. Therefore, I had to write all the code in one HTML file, which made it incredibly hard to manage.
- What does it add to your website?
  It allows me to manipulate Figma nodes, such as frames, shapes, and texts, and set their properties.

Part 4: Iteration

I started by outlining the functionalities I could think of and drawing user flows. After that, I started reading the documentation of Figma Plugin API and saw whether it was possible to implement them. Every small step of the functionality was broken down into small pieces, tested, and then incorporated into a bigger functionality.

Part 5: Challenges

The biggest challenge I have to deal with from the start is the fact that the Figma plugins do not allow a traditional folder structure to their code. The code folder runs one file, *code.js*, and interacts with *ui.html*, by posting messages between them. (https://www.figma.com/plugin-docs/creating-ui) This made me write everything from CSS to JavaScript in one HTML file, going against the norm.