



Frontend - Design : **Collaborative flow**

(Workshop)



Who are we?

1xInternet



Mónica Rodríguez
Developer
Sevilla



José Nieves
Developer
Sevilla



Lara Garrido
UX / UI Designer
Sevilla

Agenda

- 1. Key Idea**
- 2. Proposed flow**
- 3. Workshop time**



URL to slides



Key Idea

Templates
make things easier



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PRAGUE 2022
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The Problem

The **collaboration** between
designers and **developers**
seems to be so **dramatic**

The Problem

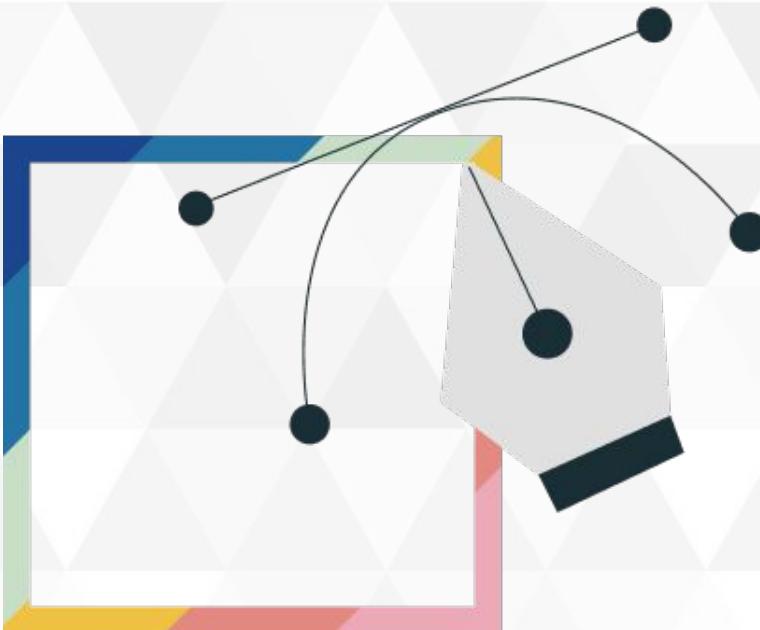
The **collaboration** between
designers and **developers**
seems to be so **dramatic**



The Problem

Why?

Designers



Developers





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The Problem

Why?

Designers



The Problem

Why?

Designers

- ✗ **Overlook** development **complexity**



The Problem

Why?

Designers

- ✗ **Overlook** development **complexity**
- ✗ **Overlook** technical **requirements**



The Problem

Why?

Designers

- ✗ **Overlook** development **complexity**
- ✗ **Overlook** technical **requirements**
- ✗ **Forget** about designing small items or behaviors





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The Problem

Why?

Developers





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The Problem

Why?

Developers

- ✗ **Misunderstand** the design

The Problem

Why?

Developers

- ✗ **Misunderstand** the design
- ✗ **Recheck again and again** for small / nitpicky **changes**

The Problem

Why?

Developers

- ✗ **Misunderstand** the design
- ✗ **Recheck again and again** for small / nitpicky **changes**
- ✗ Need to **guess behaviors**.



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The Problem

Why?

To sum up

Lack of ...



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The Problem

Why?

To sum up

Lack of

x Communication



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The Problem

Why?

To sum up

Lack of

x Communication

x Agreement



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The Problem

Why?

To sum up

Lack of

x Communication

x Agreement

x Definition

The Problem

Why?

To sum up

Lack of

✗ Communication

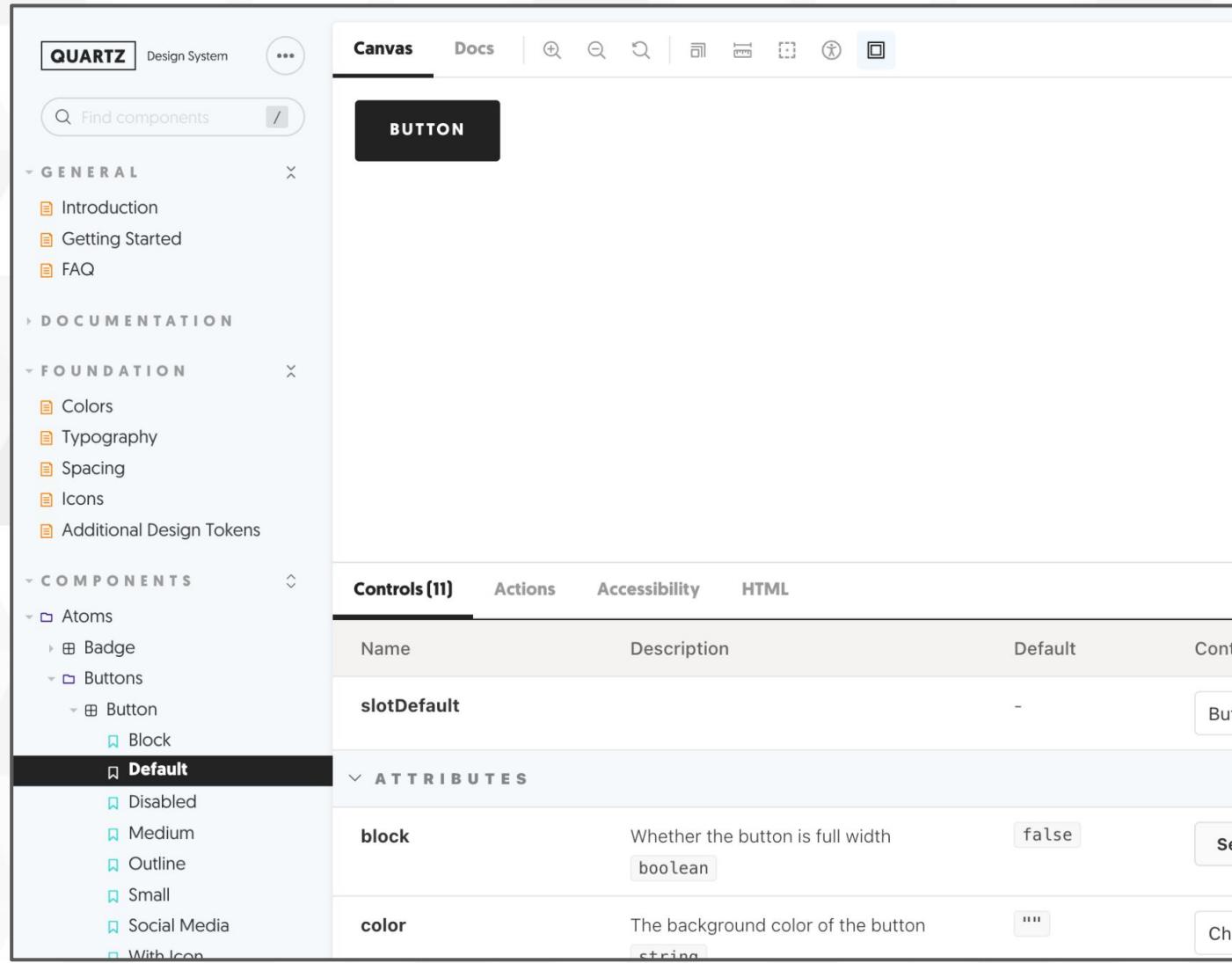
✗ Agreement

✗ Definition

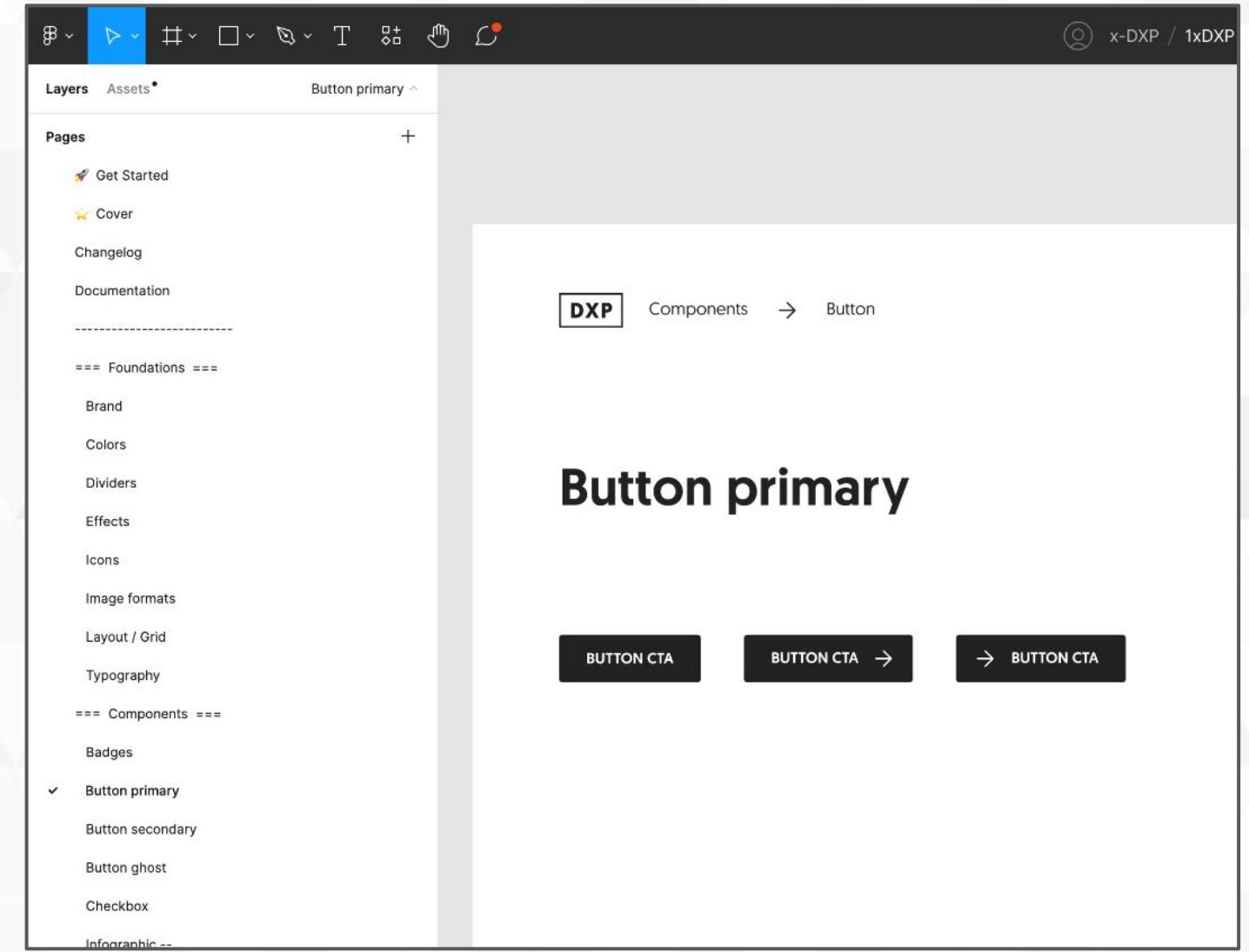
✗ Consistency

The Solution

A starting point: reusable, iterable, maintainable ...
Matching Atomic Templates



The screenshot shows the QUARTZ Design System interface. On the left, there's a sidebar with sections like GENERAL, DOCUMENTATION, FOUNDATION, and COMPONENTS. Under COMPONENTS, there's a list of atoms: Badge, Buttons, and Block. The 'Buttons' section is expanded, showing a 'Default' button component. The main canvas area displays a black 'BUTTON' component. Below it, the 'Controls [11]' tab is selected in a navigation bar, followed by Actions, Accessibility, and HTML. The 'Attributes' section shows two properties: 'block' (checkbox) and 'color' (color picker). The 'block' attribute is described as 'Whether the button is full width' with a boolean value of 'false'. The 'color' attribute is described as 'The background color of the button' with a string value.

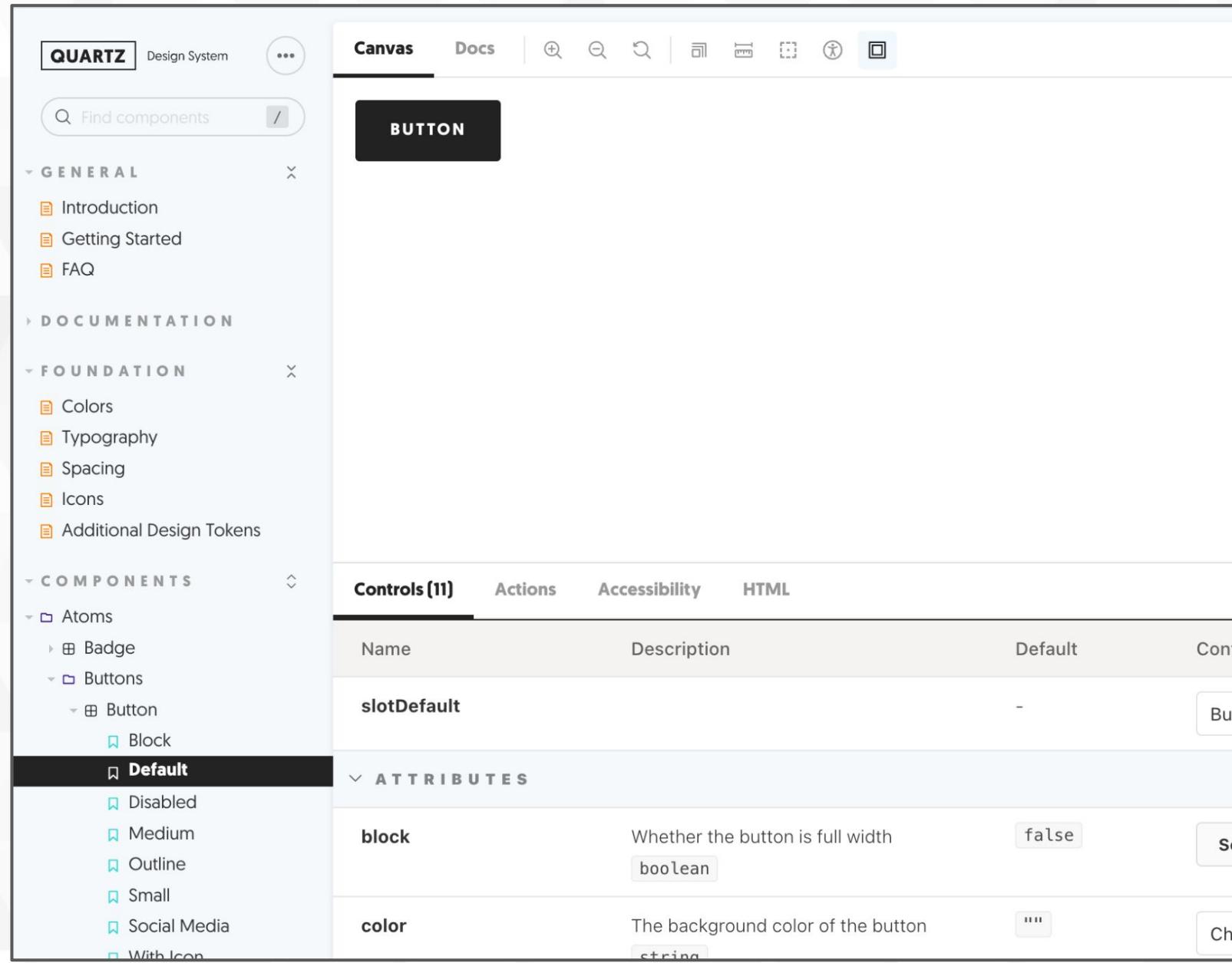


The screenshot shows the 1xDXP interface. On the left, there's a sidebar with sections like Pages, Foundations, Components, and Infographic. The 'Components' section is expanded, showing a list of components: Badges, Button primary, Button secondary, Button ghost, Checkbox, and Infographic. The 'Button primary' component is selected. The main canvas area displays three 'BUTTON CTA' components, each with an arrow icon. The title 'Button primary' is displayed prominently at the top of the canvas area.



The workflow
From template
to product

The origin How is this going to start?



The design system

- ✓ Dev template
- ✓ Base frontend functionality any project needs
- ✓ Theme config (tokens)
- ✓ Encapsulated and atomic components

The origin

**And, what are designers going
to do with it?**



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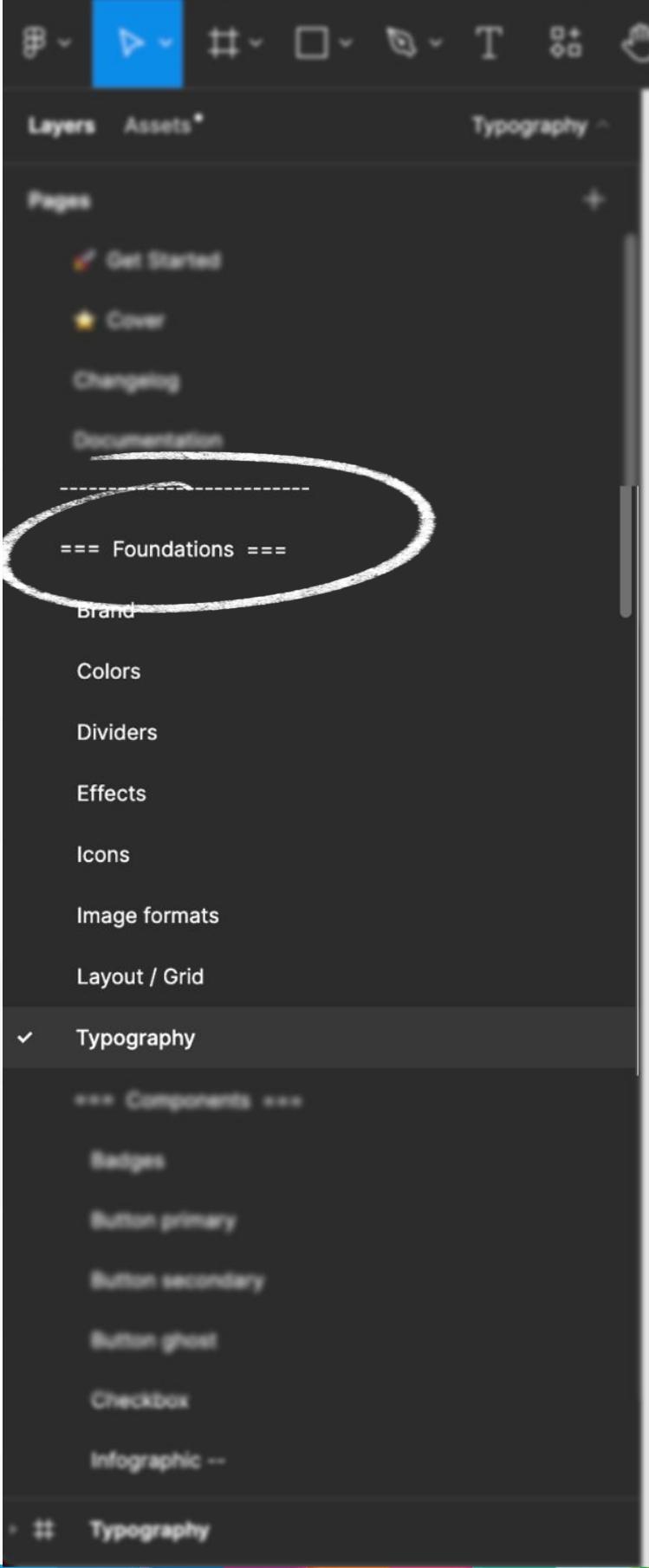
Design Template

The screenshot shows a dark-themed design tool interface. At the top is a toolbar with icons for file operations (New, Open, Save, etc.) and a search bar. Below the toolbar is a navigation bar with 'Layers' and 'Assets' tabs, followed by a 'Typography' tab which is currently active. A sidebar on the left contains a 'Pages' section with links to 'Get Started', 'Cover', 'Changelog', and 'Documentation'. Below this is a dashed line separator, followed by a 'Foundations' section containing 'Brand', 'Colors', 'Dividers', 'Effects', 'Icons', 'Image formats', and 'Layout / Grid'. Under the 'Typography' section, which is expanded, there is another dashed line separator and a 'Components' section with links to 'Badges', 'Button primary', 'Button secondary', 'Button ghost', 'Checkbox', and 'Infographic'. At the bottom of the sidebar, there is a footer with a '#' icon and the word 'Typography'.

The screenshot shows a typography preview page titled 'Typography'. It includes a breadcrumb navigation: 'DXP' → 'Foundations' → 'Typography'. The main content area features several large, bold text samples: 'Geomanist' in a sans-serif font, 'Ag' in a larger sans-serif font, and a block of text 'ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789 !@#\$%^&*()' in a monospace font. Below these samples is a section titled 'Text-Display' containing three heading examples: 'H1. Geomanist.', 'H1 Small. Geomanist.', and 'H1 Mobile. Geomanist.'. At the bottom is a section titled 'H2. Geomanist.'.

Same content / Structure

✓ Foundations



The screenshot shows the 1x DXP Library UI interface. On the left, there's a sidebar with various categories like Pages, Assets, Typography, and Foundations. The Foundations category is circled with a white oval. The main content area is titled "Typography" and displays several text samples in different font styles and sizes, including "Geomanist" in a large bold font and "Ag" in a smaller font.

TYPOGRAPHY

Geomanist

Ag

ABCDEFHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789 !@#\$%^&*()

Text-Display

H1. Geomanist.

H1 Small. Geomanist.

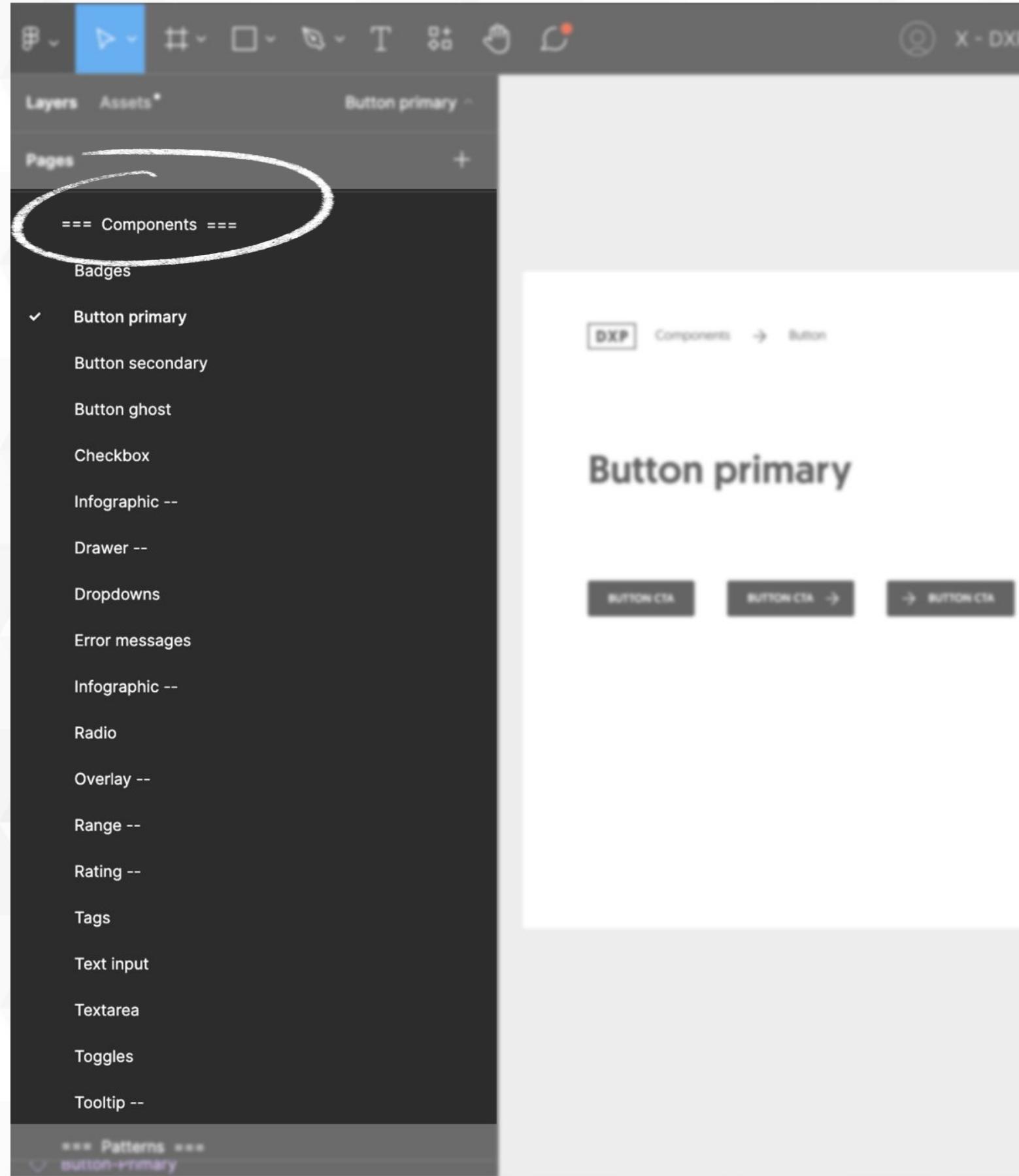
H1 Mobile. Geomanist.

H2. Geomanist.

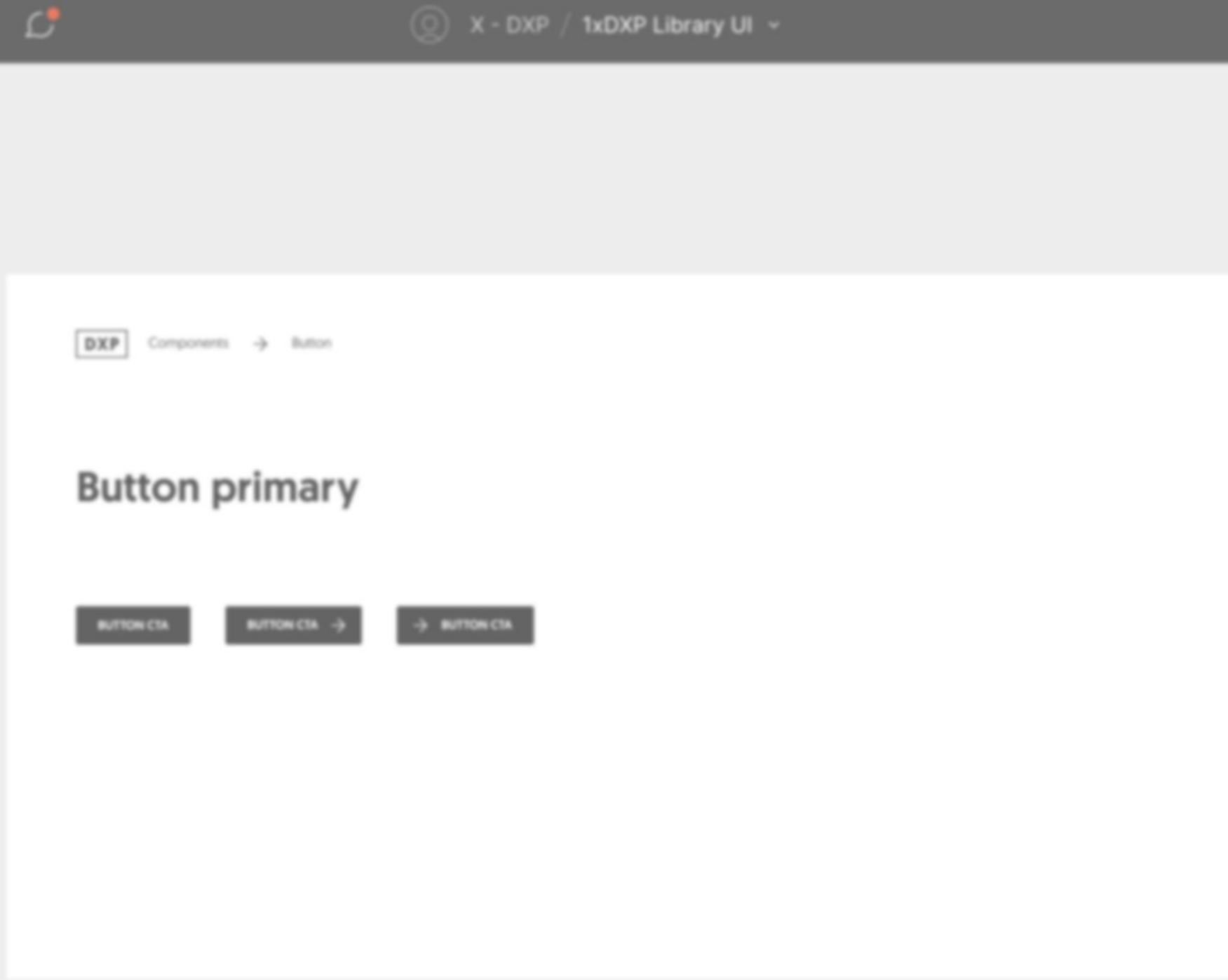
Same content / Structure

✓ Foundations

✓ Components



The screenshot shows the 1x DXP library UI interface. At the top, there are various icons for file operations like copy, paste, move, and search. Below that is a navigation bar with 'Pages' and 'Assets' tabs, and a dropdown for 'Button primary'. The main content area is titled 'Components' with a subtitle 'Badges'. A large white circle highlights the 'Components' title. Below it is a list of components: 'Button primary' (which is expanded to show 'Button secondary', 'Button ghost', etc.), 'Checkbox', 'Infographic --', 'Drawer --', 'Dropdowns', 'Error messages', 'Infographic --', 'Radio', 'Overlay --', 'Range --', 'Rating --', 'Tags', 'Text input', 'Textarea', 'Toggles', and 'Tooltip --'. At the bottom of the list, there are links for 'Patterns' and 'Button-primary'.



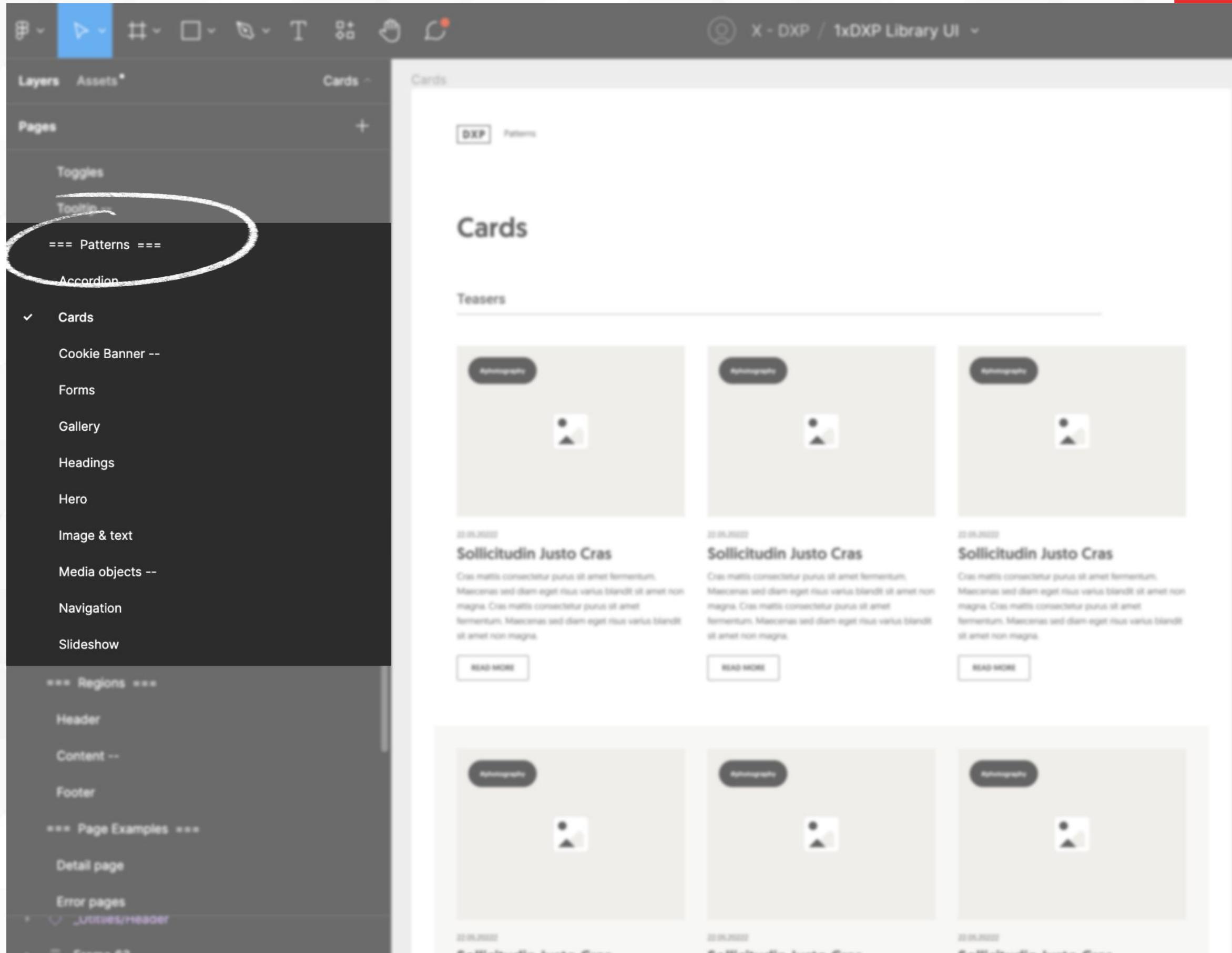
The screenshot shows the detailed view for the 'Button primary' component. The top navigation bar shows 'X - DXP / 1xDXP Library UI'. The main content area has a breadcrumb path: 'Components' > 'Button'. The title is 'Button primary'. Below the title are three large buttons labeled 'BUTTON CTA' with arrows pointing right. There is also some descriptive text and a preview area.

Same content / Structure

✓ Foundations

✓ Components

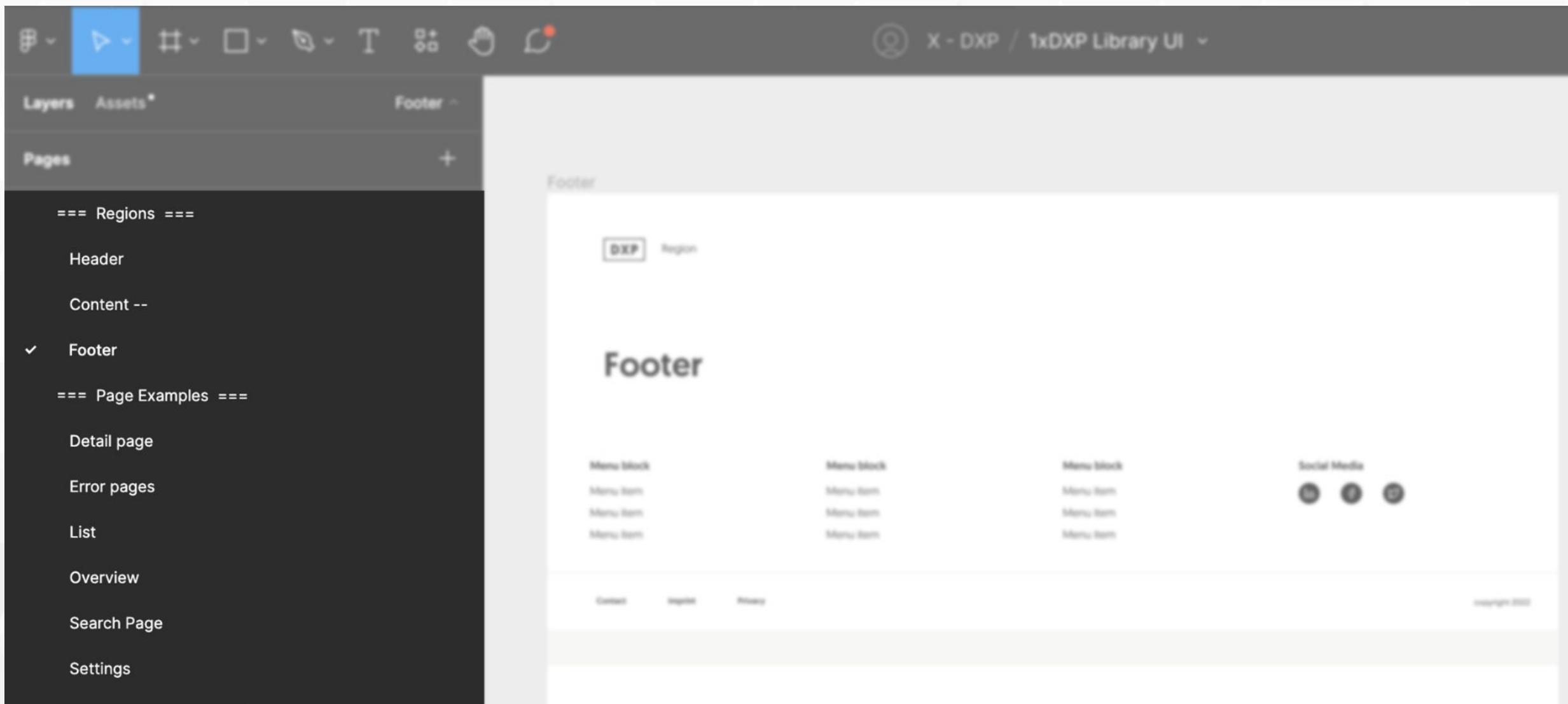
✓ Patterns



The screenshot shows the 1xDXP Library UI interface. At the top, there's a toolbar with various icons like Layers, Assets, Cards, and a search bar. Below the toolbar, the main area has a dark header with 'Cards' and a sub-header with 'DXP Patterns'. The main content area is titled 'Cards' and contains a section for 'Teasers'. There are three identical card components displayed, each with a small thumbnail, a title ('Sollicitudin Justo Cras'), some placeholder text, and a 'READ MORE' button. The sidebar on the left is titled 'Patterns' and lists several items: Cards, Cookie Banner, Forms, Gallery, Headings, Hero, Image & text, Media objects, Navigation, and Slideshow. The 'Cards' item is currently selected, indicated by a checkmark icon. Other sections visible in the sidebar include 'Regions' (Header, Content, Footer) and 'Page Examples' (Detail page, Error pages). The bottom of the sidebar shows a 'UTILITIES/HEADER' section.

Same content / Structure

- ✓ Foundations
- ✓ Components
- ✓ Patterns
- ✓ Regions
- ✓ Page Examples





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Including the same ...

- ✓ Foundations
 - ✓ Patterns
 - ✓ Page Examples
 - ✓ Components
 - ✓ Regions

Apply the solution

Is the template going to constrain the design?

Buttons

Buttons communicate what action users can perform.

Container

Size

XL	L

Container

Type

Buttons are present in multiple types to communicate specific actions. "Primary" to call the user to action, "Secondary" to display subordinate actions, where data that might be of great importance to the user.

Example

Icon	Primary	Secondary

At 1xINTERNET we create outstanding digital solutions for our clients:

Digital Experience Platform



Your one stop digital agency

Since 1xINTERNET was founded, our focus has been on building multiple types of digital solutions for our clients. From business consulting and strategic planning, UX design, web analytics, content marketing planning, web development, hosting and support when your project is up and running.

[Plan your project](#)

It lets you **focus** on the **hard part**

- ✓ Basic checklist

It lets you **focus** on the **hard part**

- ✓ **Basic checklist**
- ✓ **Maintainability**

It lets you **focus** on the **hard part**

- ✓ **Basic checklist**
- ✓ **Maintainability**
- ✓ **Extensibility**

It lets you **focus** on the **hard part**

- ✓ **Basic checklist**
- ✓ **Maintainability**
- ✓ **Extensibility**
- ✓ **Design Consistency**

It lets you **focus** on the **hard part**

- ✓ **Basic checklist**
- ✓ **Maintainability**
- ✓ **Extensibility**
- ✓ **Design Consistency**
- ✓ **Continuous improvements**

It lets you **focus** on the **hard part**

- ✓ **Basic checklist**
- ✓ **Maintainability**
- ✓ **Extensibility**
- ✓ **Design Consistency**
- ✓ **Continuous improvements**
- ✓ **Shared Knowledge**

Apply the solution

Let's talk and get to an agreement

- ✓ **Access** to the design and **live updates**

Apply the solution

Let's talk and get to an agreement

- ✓ **Access** to the design and **live updates**
- ✓ **Validation** meeting

Apply the solution

Let's talk and get to an agreement

- ✓ **Access** to the design and **live updates**
- ✓ **Validation** meeting
- ✓ **Agree** on the project design

Apply the solution

Let's talk and get to an agreement

Technical design validation



Apply the solution

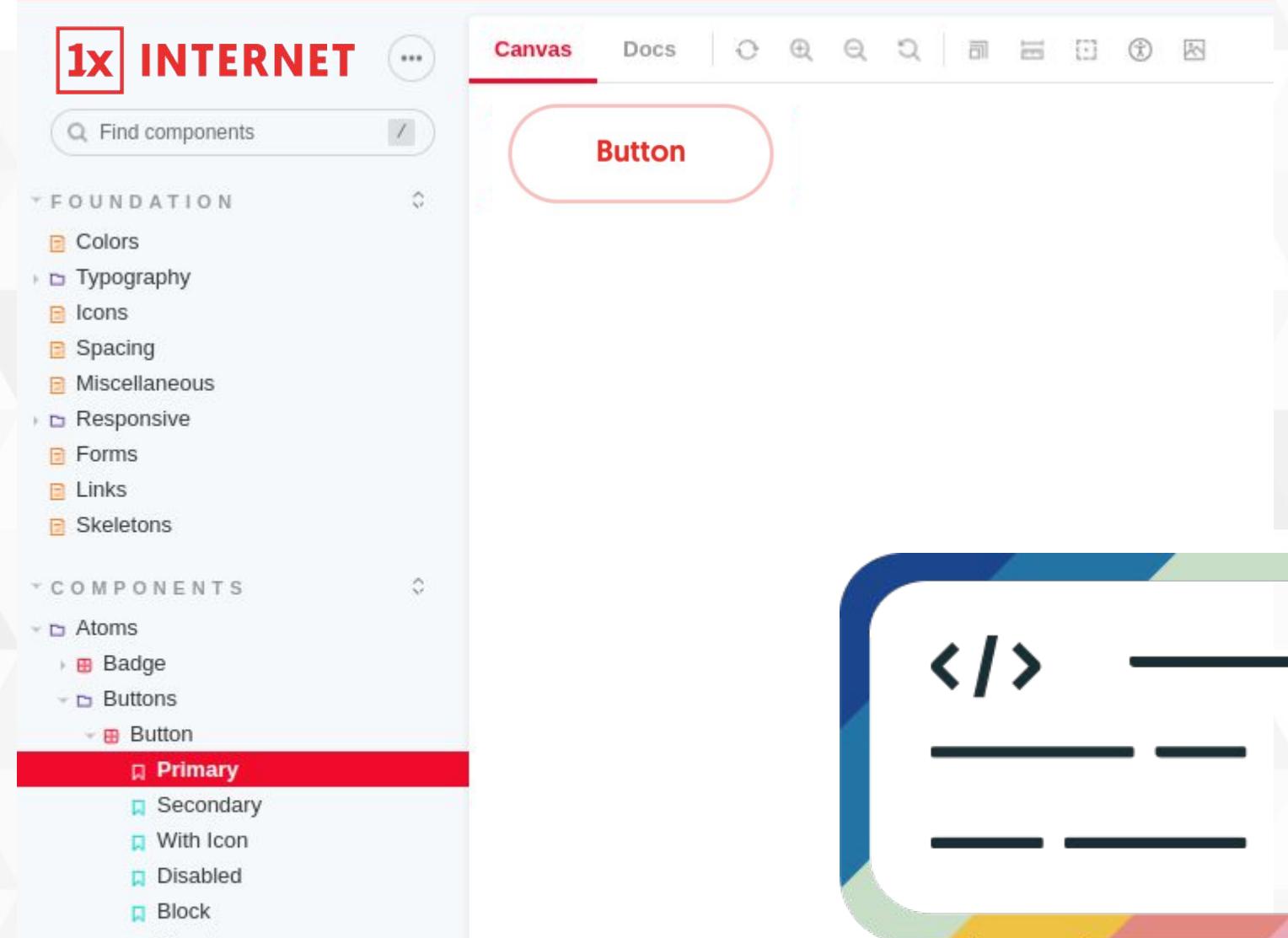
And what are the developers going to do now?

Design system personalization

Setup our design system template in the new project.

Adapt the template to the design:

- Define base **styles**
- Adapt **components**



The screenshot shows the 1x Internet design system interface. On the left, there's a sidebar with a search bar labeled "Find components". Below it, the "FOUNDATION" section is expanded, listing: Colors, Typography, Icons, Spacing, Miscellaneous, Responsive, Forms, Links, and Skeletons. The "COMPONENTS" section is also expanded, showing the "Atoms" category with "Badge", "Buttons", and "Button". Under "Button", the "Primary" style is selected and highlighted in red. The main canvas area shows a single button component with the word "Button" inside it.



The Workflow

Summing up



Templates



New Design



Validate



**Design System
Update**

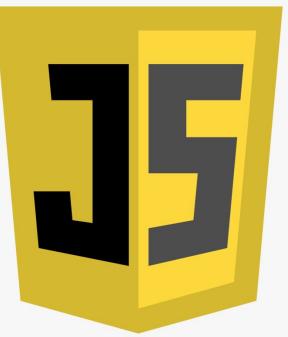


Workshop time

Design and Development Tools

The tools

What do we use?





Workshop time
Let's get started

First things first

PREPARE YOUR LOCAL ENVIRONMENT



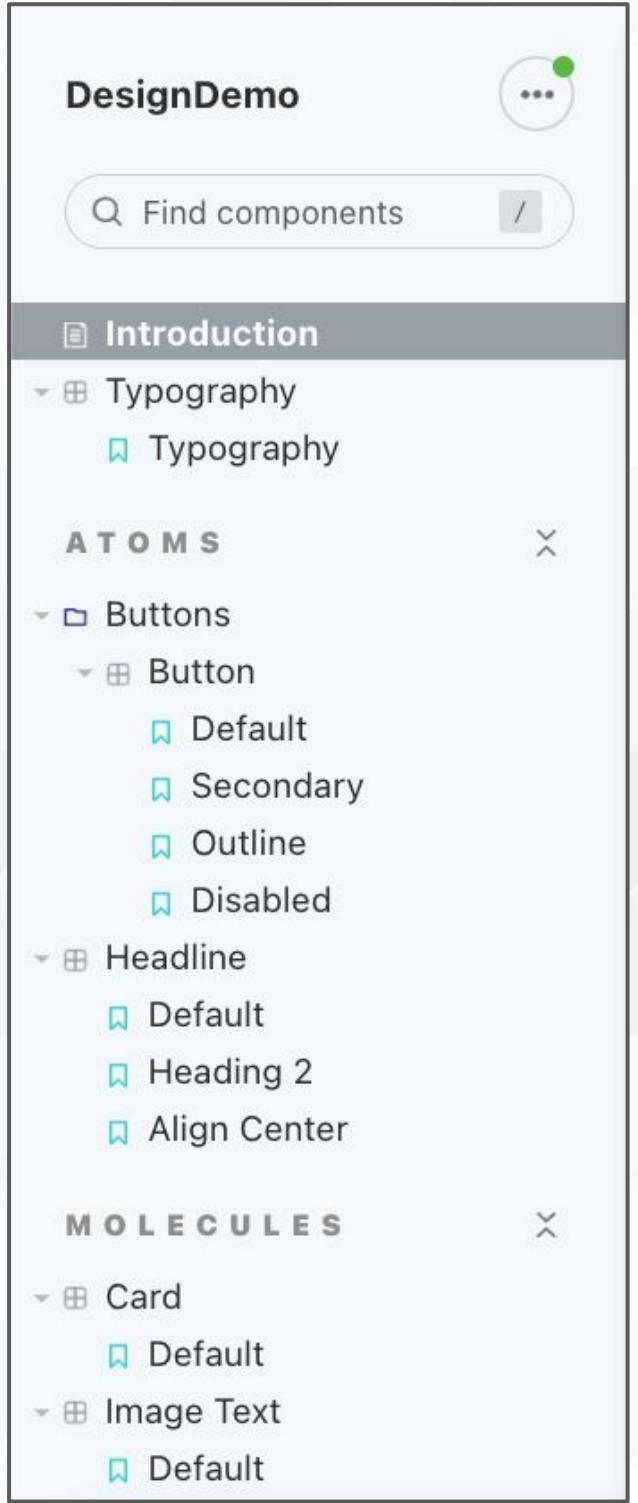
<https://github.com/1xINTERNET/dc2022-design-system-workshop-code/tree/workshop/first>

First things first

PREPARE YOUR LOCAL ENVIRONMENT

- ✓ **Setup the project in your local environment following the [README](#)**
- ✓ **Prepare the atomic design system**

Let's see the StoryBook!



First things first

Figma Structure & Delivery

Concurrent design and Development Collaboration.

First things first

Figma Structure & Delivery

- ✓ **Involved in the same process**

First things first

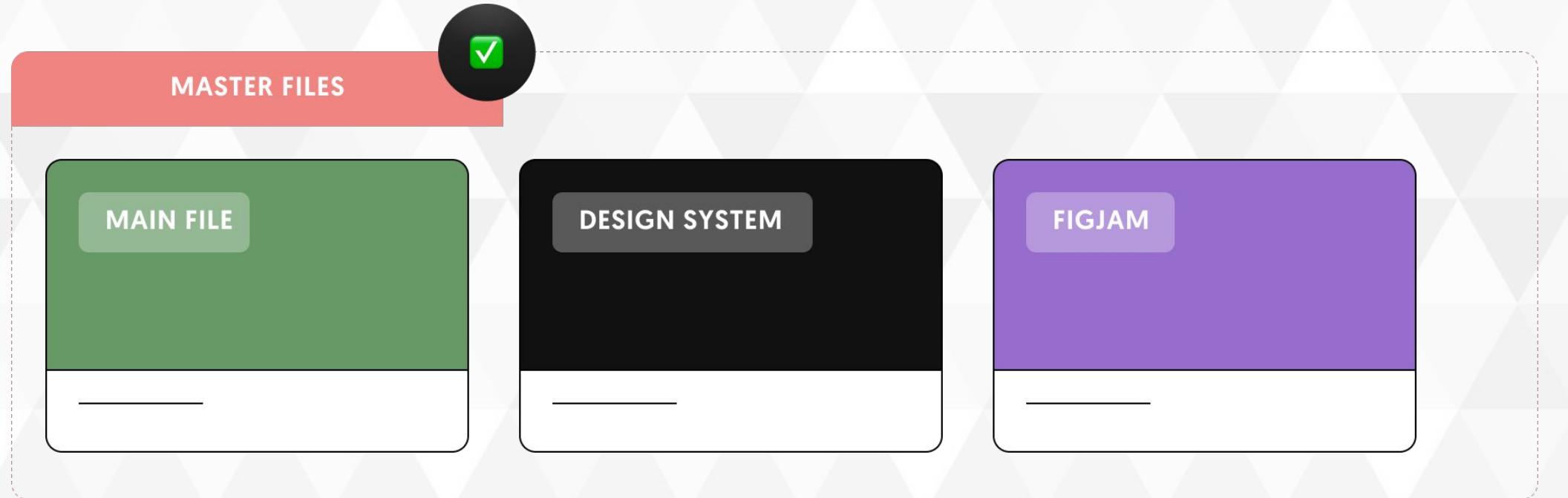
Figma Structure & Delivery

- ✓ **Involved in the same process**
- ✓ **Good, an optimal organization**

First things first

Figma Structure & Delivery

- ✓ Involved in the same process
- ✓ Good, an optimal organization





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In progress

DrupalCon Prague Talk

Design for the DrupalCon Workshop “Frontend-Design Collaborative Flow”

Lara Garrido // 2022



In progress

Component Library & Style Guide

Lara Garrido // 2022



DrupalConPrague-2022

Edited just now



Component Library & Style Guide

Edited 10 hours ago



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Pages ^

- Admin - Dashboard
- ✓ Admin - Account
- Segments
- Carrier Lookup
- Email Lookup

Workspace - SSO - Enabled

Workspace - SSO - Disabled

Security - Notifications - Sounds ...

Security - Notifications - Sounds ...

Security - Notifications - Sounds ...

Security - Notifications - Snooze ...

01 - secondary grey - Default

Security - Notifications - Collapsed

Security - Notifications - One exp...

Security - Notifications - One exp...

Profile - User - Profile - Login hist...

Profile - User - Profile - Audit logs

Profile - User - Profile - Signature

Profile - User - Profile - Localizati...

Profile - User - Profile - Notifs

The image displays a grid of software interface screenshots. The top row shows four panels: 'Workspace - General - Name&Localization', 'Workspace - General - Business hours', 'Workspace - General - Close account', and 'General - by country'. The middle row shows five panels: 'Workspace - Security - General-by IP', 'Workspace - Security - Password', 'Workspace - SSO - Disabled', 'Workspace - SSO - Enabled', and 'Audit logs'. The bottom right corner features a large, close-up photograph of a white cat's face.



Pages ^

- Admin - Dashboard
- ✓ Admin - Account
- Segments
- # V
- # V
- # S
- # Security - Notifications - Sounds ...
- # Security - Notifications - Sounds ...
- # Security - Notifications - Snooze ...
- II 01 - secondary grey - Default
- # Security - Notifications - Collapsed
- # Security - Notifications - One exp...
- # Security - Notifications - One exp...
- # Profile - User - Profile - Login hist...
- # Profile - User - Profile - Audit logs
- # Profile - User - Profile - Signature
- # Profile - User - Profile - Localizati...
- # Profile - User - Profile - Notifs

Different Flows in different tabs with clear status and structure

IP

All Screens are labelled

Workspace - General - Name&Localization

Workspace - General - Business hours

Workspace - General - Close account

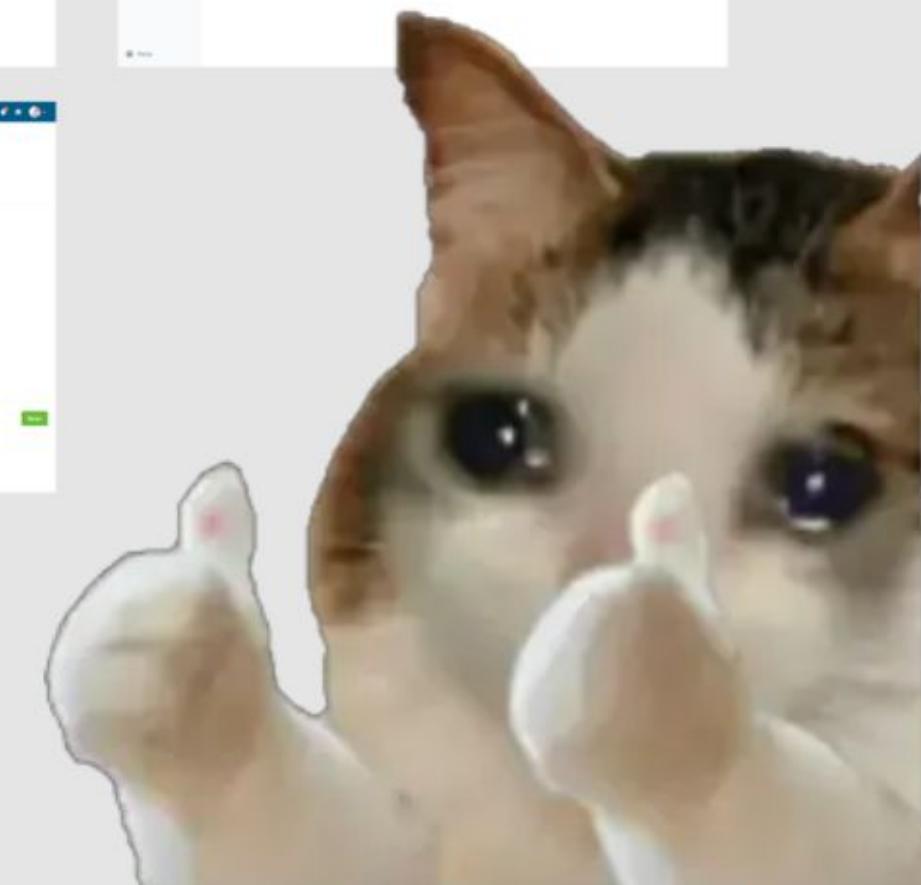
Workspace - Security - Password

Workspace - Security - Login history

Workspace - SSO - Disabled

Workspace - SSO - Enabled

Workspace - Audit logs





First things first

Template Base

Duplicate master template



[Let's go to Figma!](#)

The screenshot shows the Figma interface with the 'Get Started' template open. The left sidebar lists 'Pages' such as 'Get Started', 'Cover', 'Changelog', and 'Documentation'. Below these are sections for 'Foundations' (Brand, Colors, Dividers, Effects, Icons, Image formats, Layout / Grid, Typography) and 'Components' (Badges, Button primary, Button secondary, Button ghost, Checkbox, Infographic). A 'Get Started' button is at the bottom.

The screenshot shows the DXP Component Library & Style Guide. It features a header with 'Get Started' and 'DXP Component Library & Style Guide'. Below is a table comparing components across Desktop and Mobile platforms:

Contents	Desktop	Mobile
Design Handbook	✓	
Color System	✓	✓
Typography	✓	✓
Layout & Grid	✓	
Border	✗	
Effects	✗	
Imagery	✓	
Accordion	✗	✗
Annotation	✗	✗
Avatar	✗	
Breadcrumbs	✗	✗
Button	✓	✗
Button Group	✗	✗
Calendar	✗	✗
Cards	✗	✗
Checkbox	✗	✗



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Second things second

New design

Check and validate



[Let's go to Figma!](#)

The image shows the DrupalCon Prague 2022 website and its mobile application side-by-side. Both interfaces feature a prominent, colorful geometric graphic of a castle or church made of triangles and squares in shades of blue, green, orange, and pink.

Website Header: Talks Prague 2022, Speakers, Agenda, FAQ, Register for Free

Website Content:

- Tagline:** Where the art of the possible comes to life.
- Text:** Whether you're a C-level, a developer, a content strategist, or a marketer—there's something for you at DrupalCon.
- Call-to-action:** Program 2022
- Key Dates:** 20-23 September 2023
- Speaker Count:** 60+ Speakers
- Event Count:** 800+ Summits & Training
- Workshop Count:** 3 Workshops
- Keynotes:** Speakers of the 2022 Conference
- Initiatives:** #DRUPALINITIATIVES

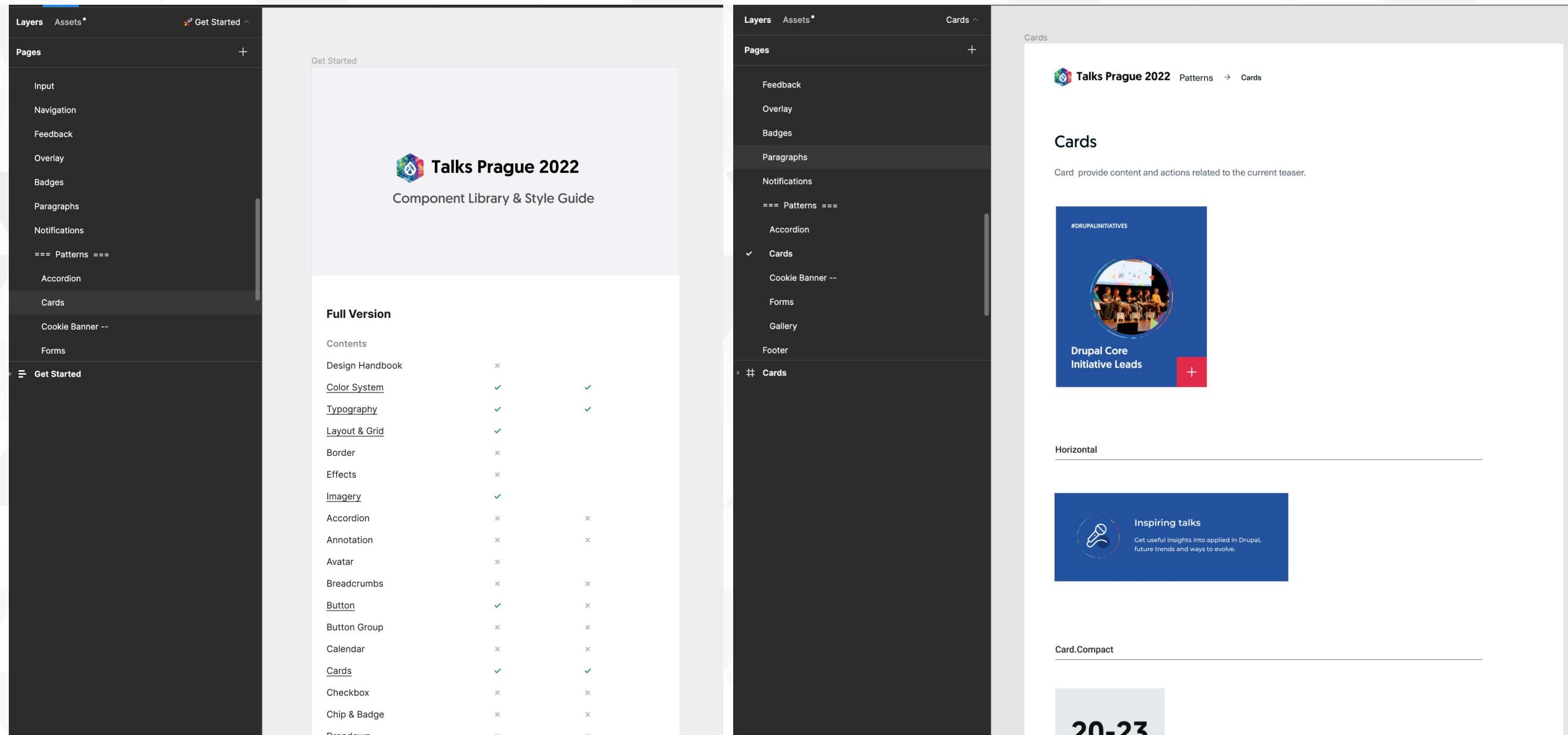
Mobile App Header: Talks Prague 2022, three dots, menu icon

Mobile App Content:

- Tagline:** Where the art of the possible comes to life.
- Text:** Whether you're a C-level, a developer, a content strategist, or a marketer—there's something for you at DrupalCon.
- Call-to-action:** Program 2022
- Keynote Speaker Preview:** Entrepreneur, Isrlt CIO for the Government of Estonia.

Second things second

New design
Template based



The screenshot displays the 'Talks Prague 2022' Component Library & Style Guide. On the left, a sidebar lists various components: Input, Navigation, Feedback, Overlay, Badges, Paragraphs, Notifications, Patterns (Accordion, Cards, Cookie Banner), and Forms. The main content area shows the 'Get Started' page with the title 'Talks Prague 2022' and 'Component Library & Style Guide'. Below this, a 'Full Version' table compares 'Design Handbook' items across 'Color System', 'Typography', 'Layout & Grid', 'Border', 'Effects', 'Imagery', 'Accordion', 'Annotation', 'Avatar', 'Breadcrumbs', 'Button', 'Button Group', 'Calendar', 'Cards', 'Checkbox', 'Chip & Badge', and 'Dropdown'. A green checkmark indicates compatibility, while a red 'X' indicates non-compatibility. To the right, another sidebar lists Components: Feedback, Overlay, Badges, Paragraphs, Notifications, Patterns (Accordion, Cards, Cookie Banner --, Forms, Gallery, Footer), and Footer. Under the 'Cards' heading, a card for 'Cards' is shown with a blue background, a circular image of a panel discussion, and the text '#DRUPALINITIATIVES'. Below this, sections for 'Horizontal' and 'Card.Compact' cards are partially visible.

Second things second

What do developers do now? Adapt our design system



<https://github.com/1xINTERNET/dc2022-design-system-workshop-code/tree/workshop/second>

Second things second

What do developers do now?

Adapt our design system

- ✓ **Let's go back to our design system**
- ✓ **Update**
design tokens (tailwind config)
component styles
- ✓ **Add new component variants**
- ✓ **Let's check our page**



Workshop time
Changes are coming



Changes are coming

Check design changes



[Let's go to Figma!](#)

A comparison of the DrupalCon website and mobile application interface. Both share a consistent design language with a red header bar, a central white content area, and a dark footer. The website header includes links for "Sponsors", "Agenda", "FAQ", and "Readiness for Free". The mobile app header includes a menu icon and a "Program 2022" button. The main content area on both screens features the event title "Talks Prague 2022", the date "20-23 SEPTEMBER 2022 - O2 UNIVERSUM, PRAGUE", and the tagline "Where the art of the possible comes to life." Below this, there are sections for "CONFERENCE, WORKSHOPS & NETWORKING" and "Something amazing, for everyone." Key statistics are highlighted in large boxes: "20-23 September 2023", "60+ Speakers", "800+ Summits & Training", and "3 Works". A large blue banner at the bottom states "100 speakers who have something to say". The mobile app also shows a preview of the speaker profiles.



Changes are coming

What do developers do now?

Adapt our design system



[https://github.com/1xINTERNET/dc2022-design-system-workshop-code/tree/workshop/thi
rd](https://github.com/1xINTERNET/dc2022-design-system-workshop-code/tree/workshop/third)

Changes are coming

Changes are coming

Re-adapt the design system

- ✓ **Check the design**

- ✓ **Changes in the design system:**
 - Colors
 - Font family
 - Add new property to headline
 - Add new Card variant

- ✓ **Integrate with Drupal**

Conclusion

Key factors



Stability
Consistency



Communication



Structure
Templates



“

THANK YOU!

”

Questions?