

# Design principles

- 2. Cover all the basics as soon as possible
  - It has everything it should.
- Principles first, tactics later!
  - It's not a one size fits all.
    - Sometimes a design solution might feel weird or wrong on a “common design sense”, but if we can prove it's right for Farmbox and it's users it's the right thing to do.
  - Conventions over configuration.
    - A designer only needs to specify unconventional aspects of the design — and should probably spend most of its time doing that!
  - Flexible information density.
    - It should be fine to have few elements on the screen, but it also should be straightforward to add many.

**8pt grid system**