

DESIGN PROCESS

What do we need?
Basic library as soon as possible.

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.