Design Team Processes - Desi...

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Design Team Processes

Created by Alexandra Amorati, last modified on Sep 07, 2018

Information about the Design team's processes lives here.

What we do: Design Project Process

How we do it: JIRA, Planning, Retrospectives

How to get new work in the queue: Structure and Process of Design Teams

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  - Design Managers
- Regular Meetings

Overview

The Design team creates visual designs, user flows, and 3D assets for the Roblox product. We may be able to provide support for other/internal designs, but product work is our highest priority.

The Design team works in 5 pods: Concept, Features, App + Player, Developer and 3D. There are specific points of contact in each pod responsible for distributing work and ensuring quality (through reviews, etc). These points of contact are defined below.

The priority of work will be determined by the product manager and design program manager. Team members plan 50 hours of work for 2 weeks, with the remaining 30 hours dedicated for design review, meetings, and core projects.

Requesting Design Work

When requesting any design work, please be aware of the Design Project Process.

If you have dedicated Design resources, notify those resources and design team leadership so they are familiar with the project. Create a ticket in JIRA to get the work added to the Design queue. Keep the process linked above in mind when creating timelines.

If you do not have dedicated Design resources, reach out to @Alexandra Amorati or @Morgan Tucker so we can determine Design's level of involvement (Full Design or Design Check) and allocate resources as needed. We will try to provide a Full Design for all requests, but due to resource constraints, we may need to instead provide sign-off in the form of a Design Check, which looks at whether the suggested PM design is functional enough and consistent with existing styles on the product.

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Developer Design Team