

Agile Environment & Collaboration – Summary Notes

Working Online in an Agile Environment

- Agile Frameworks promote flexible, collaborative work.
- Scrum – Time-boxed sprints with Sprint Planning, Daily Stand-ups, Iteration Review, and Retrospective.
- Kanban – Continuous workflow visualized on a board (To Do → In Progress → Done).
- Scrumban – Hybrid of Scrum's planning with Kanban's flow.

Working with Designers

- Collaboration starts early to ensure consistent design & functionality.
- Developers implement mockups accurately while keeping technical feasibility.
- Agile encourages iterative teamwork, not linear handoffs.

Design Language Systems (DLS)

- Shared library of reusable UI components and design rules.
- Ensures consistency and speeds up development.
- Includes Components, Patterns & Guides, and Design Rules.
- Examples: Shopify Polaris, Google Material Design, Airbnb Design System.

Prototyping Techniques

- Wireframes = Static design layout.
- Prototypes = Interactive mockups for user flow testing.
- Low-fidelity = Simple sketches; High-fidelity = Detailed digital mockups (Figma, Sketch, InVision).
- Programmed prototypes built using HTML, CSS, JS (close to final product).

Design–Developer Handoff

- Designers transfer assets/mockups for development.
- Methods: manual extraction, pre-extracted assets, or automation tools (Zeplin, Avocode, InVision).
- Tools auto-generate code snippets, color palettes, and measurements.
- Early communication ensures visual consistency and performance.

Key Takeaways

- Agile = Collaboration + Iteration + Flexibility.
- Strong designer-developer communication is essential.
- Design systems + handoff tools streamline workflows.
- Prototypes guide developers in building the correct product.