

Design Systems

The Design System initiative seeks to empower volunteers with the tools, documentation and templates for creating and maintaining a design system for their HfLA projects. As Hack for LA continues to scale it has become more essential to create consistent documentation and standards for deliverables.

A **Design System** is a single source of truth for a website's designers and developers— a collection of reusable components, styles, and code guided by clear standards and documentation. Design systems are now an industry standard used by the website teams of most major companies.



History

In August 2020, Hack for LA was in the midst of rapid growth of new volunteers. New designers and developers joined projects without clear systems in place to standardize their work and scale their teams.

- An HfLA website audit revealed that having no clear system resulted in considerable design and development inconsistencies, miscommunication and inefficiencies within the team. Following industry standards, they created a design system to resolve the problem.
- Leadership recommended developing organization-wide design system guidance to enable all volunteers to learn about, create, and maintain design systems for their HfLA projects.

Recent Progress

- Product manager has been assigned and has started to create a backlog
- Draft Design Systems Guide has been created from research carried out by UI/UX Community of Practice members
- Figma file with collated design system research has been setup

6 Month Roadmap

- Identify key users and create user journey maps to understand user needs & pain points
- Identify metrics and KPI
- Define scope for MVP
- Create a Design System template and documentation in Figma that is agnostic of a technology
- Explore and investigate if Storybook Design System templates would help developers
- Create a Design system guide accessible via the Toolkit page

