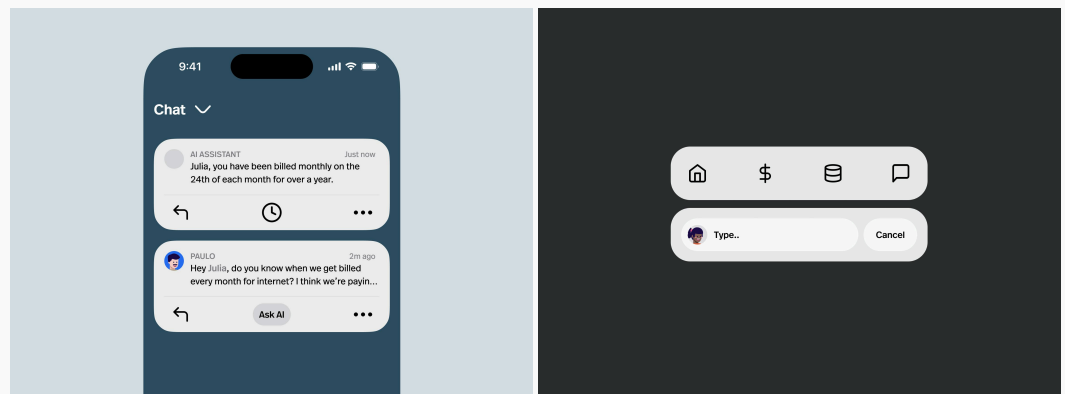


Situation

I needed a design system for personal projects that could accelerate ideas, be flexible enough to shift to different types of projects, work across form factors, and scale from low fidelity to high fidelity prototypes. When I got laid off this year, I finally had time to roll up my sleeves and create something I could build new ideas with.

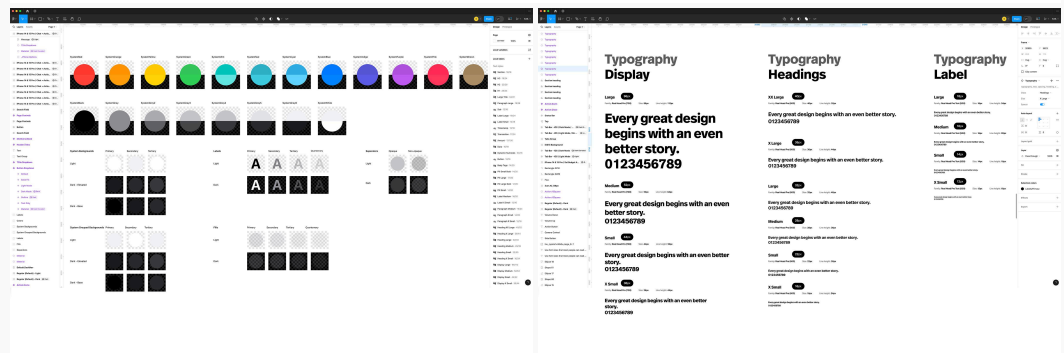
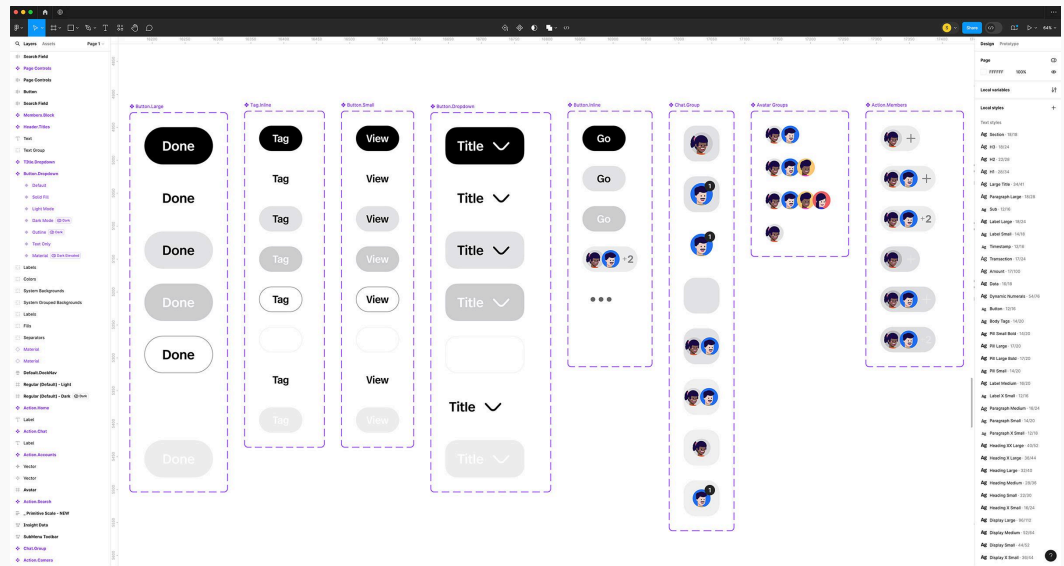
The component library would populate based on my first project, a financial application helping friends and family members set budgets, track spending, and manage expenses. It would be a very social mobile experience spanning iPhone, iPad and Web. At the core, artificial intelligence [AI] provides insights, alerts and recommendations for better financial decisions which improve relationships and overall financial well-being.



Examples of components belonging to a new financial application built with this design system

Visual System for Rapid Prototyping

With years of experience building digital experiences and managing component libraries, I started with a few key screens, identified the core components and then built out instances and variants. I wanted to build powerful components that could adapt to different instances based on the task, or how one might holistically be served critical information. Say AI provides an answer to a question two roommates have asked each other regarding a recent transaction or bill. How might we enhance and streamline resolving an issue, bring clarity to transactions, or take informed actions?



Examples of styles, typography, buttons and icons to extend to various personal projects

Action

I'm still creating this visual design system and building out components for this use case. My goal is to have a proof of concept that showcases this system with a library of components that can flex to other projects. All components and styles are crafted with human interface design principles at the core. Everything can be translated to a developer environment for extended rapid prototyping and testing.