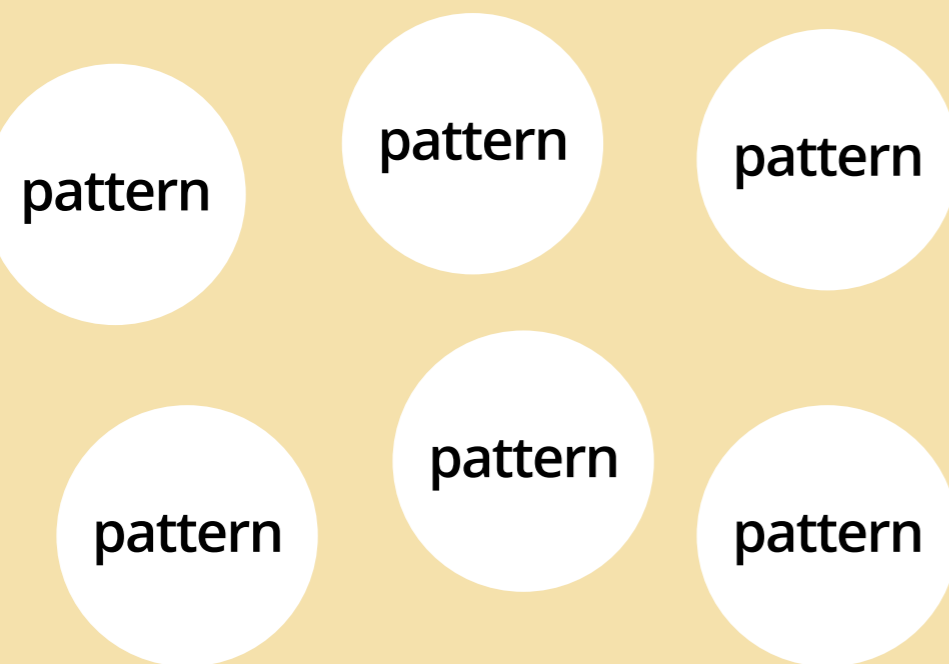


**If the only tool you have is a hammer, you tend to treat everything as if it were a nail.**

The law can get spotted in many aspects of UX design or development process, for instance:

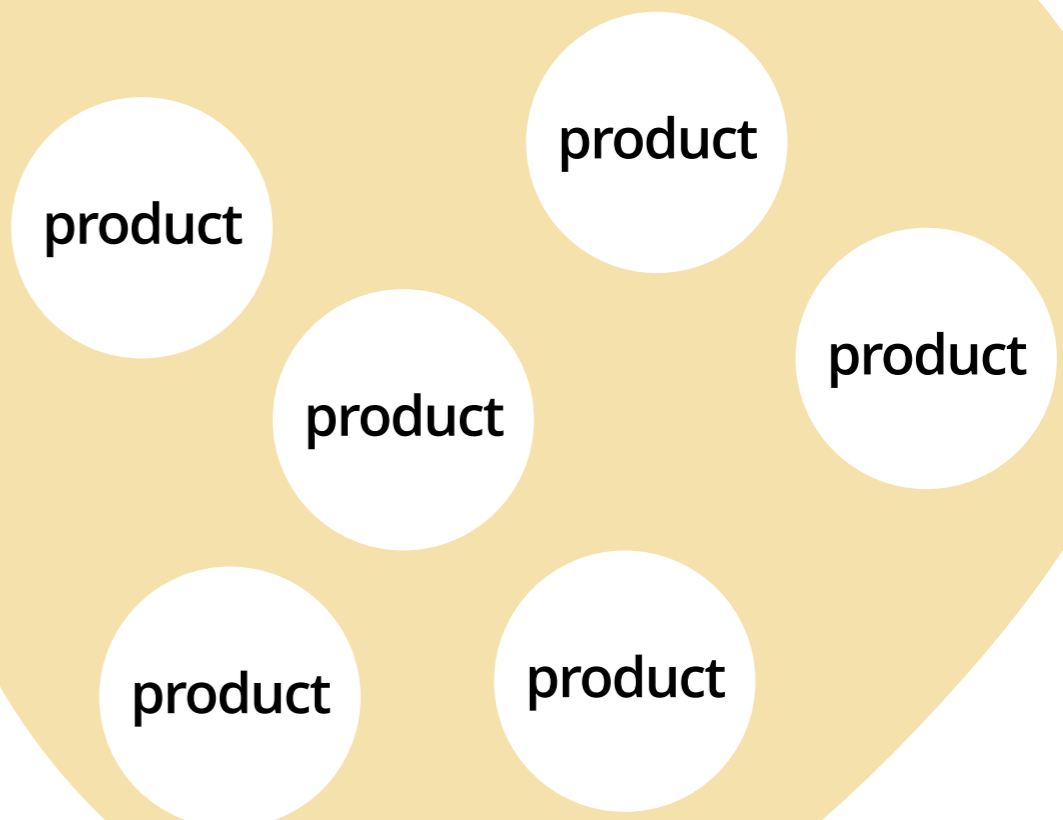
## Design system



Dictates UX



## Range of products



The downside of having established design patterns is limited user experience. In this case the design process becomes pattern-centric instead of being user-centric.