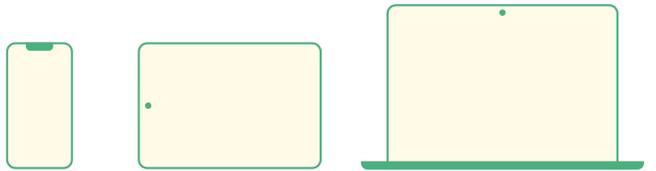


An extensive list of all aspects that must be communicated between designers and engineers throughout design/development process.

✓ Map out cross-platform experience

- What platforms are in scope (mobile, desktop, wearable, iOS, Android, etc)?
- What breakpoints to use?
- What technology to use for mobile experience?
- What Front-End frameworks can be used?



✓ Define technical feasibility

- What are technical limitations for components / interactions?
- What back-end data can be leveraged / exposed to the user?
- What JS/React/. libraries are available?
- How fast can we output data / content in the UI?
- Are the back-end/front-end processes scalable?



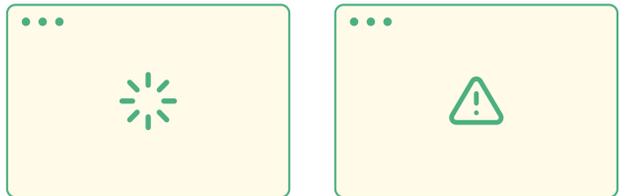
✓ Clarify semantic structure

- HTML5 structure
- Headings hierarchy
- SEO optimization
- No dark SEO patterns



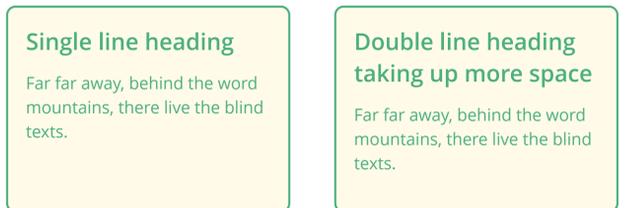
✓ Consider all states

- Empty state
- Error state
- Loading state
- Other content and interaction related states



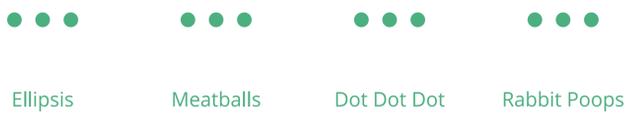
✓ Design for variable content

- Variations of copy
- Progressive disclosure
- Text truncation
- Scalable layouts



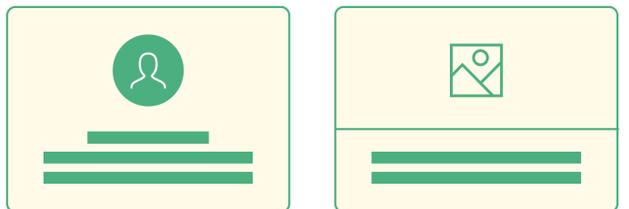
✓ Agree on naming conventions

- CSS variables
- File names
- Folder names
- Components names



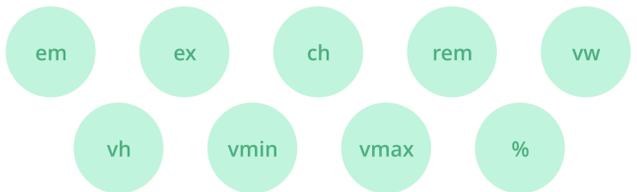
✓ Create placeholders

- Avatars (user pics)
- Image placeholders
- Default backgrounds



✓ Define CSS units and resizing

- Font sizes and font baseline
- Absolute and relative CSS units
- How resizing works (browser zooming)
- Browser support



✓ Flesh out file formats

- Images format
- Icons format
- Streaming mechanisms
- Optimization



✓ Verify A11Y compliance

- Optimize for levels A, AA, AAA
- Conduct A11Y audit
- Test for auditory, visual, cognitive and other impairments
- Localize content and design



✓ Explain microinteractions

- Define CSS transitions
- Identify differences between desktop and mobile touch screen experience
- Prototype complex interactions
- Define technical feasibility of interactions
- Define frameworks to use for implementing interactions

