How to Communicate Design with Developers - Checklist

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

- 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?
- 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?

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

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

- Variations of copy
- Progressive disclosure
- Fluid layout

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

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

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

- Images format
- Icons format
- Streaming mechanisms
- Optimization

- WCAG 2.1
  - PERCEIVABLE
  - ROBUST
  - UNDERSTANDABLE
  - OPERABLE

- Define CSS units and resizing
  - Pixel units and font-size
  - Percentage and relative CSS units
  - Max-mining works (browser zooming)
  - Browser support

- Verify A11Y compliance
  - Optimize for level A, AA, AAA
  - Check A11Y audit
  - Test for auditory, visual, cognitive and other impairments
  - Localize content and design

- Explain microinteractions
  - Define CSS transitions
  - Identify differences between standard and mobile touch screen experience
  - Prototype simple interactions
  - Define technical feasibility of interactions
  - Define frameworks to use for implementing interactions

- Map out cross-platform experience
  - Identify differences between standard and mobile touch screen experience

- Define technical feasibility
  - What are technical limitations for components / interactions?
  - What back-end data is available?
  - How fast can we output data / content in the UI?
  - Are the back-end/front-end processes scalable?

- Clarify semantic structure
  - Single line heading
  - Double line heading
  - Single line heading taking up more space
  - Far far away, behind the word mountains, there live the blind texts.
  - Far far away, behind the word mountains, there live the blind texts.

- Consider all states
  - Single line heading
  - Double line heading
  - Single line heading taking up more space
  - Far far away, behind the word mountains, there live the blind texts.
  - Far far away, behind the word mountains, there live the blind texts.

- Design for variable content
  - Define CSS transitions
  - Identify differences between standard and mobile touch screen experience

- Agree on naming conventions
  - CSS variables
  - File names
  - Folder names
  - Components names

- Create placeholders
  - Single line heading
  - Double line heading
  - Single line heading taking up more space
  - Far far away, behind the word mountains, there live the blind texts.
  - Far far away, behind the word mountains, there live the blind texts.

- Flesh out file formats
  - Single line heading
  - Double line heading
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