

### Building a design system with (p)react

~ Bart Waardenburg – Front-End Lead @ ANWB

February 2019



### **Topics**

- 1. What is a design system?
- 2. The process we have in place.
- 3. The technical choices we had to make.



### Design system?



A design system offers a library of visual style, components, and other concerns documented and released by an individual, team or community as code and design tools so that adopting products can be more efficient and cohesive.

~ Nathan Curtis – Founder & Designer @ Eightshapes

### Why use a Design System?



#### **Better consistancy**

All products use the same design & development standards.



#### **Ship faster**

Teams can design & develop products more quickly.



#### **Higher quality**

Hard design & development challanges are solved together and do not need to be repeated.





### Our design system



### Organization structure

14

**Teams** 

30

Front-end developers

121

Front-end applications



### **Poncho**



### What does Poncho include?





#### **Documentation**

Everything needed to explain the visual language (colors, typography, tone and voice, etc.).



#### **Sketch Symbols**

Symbols for User Experience designers to mock up applications and the rationales for using them.

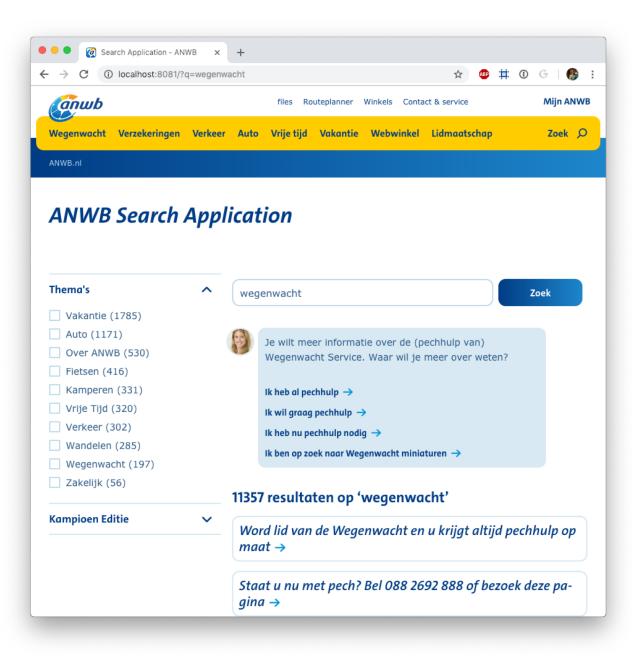


#### **Preact Components**

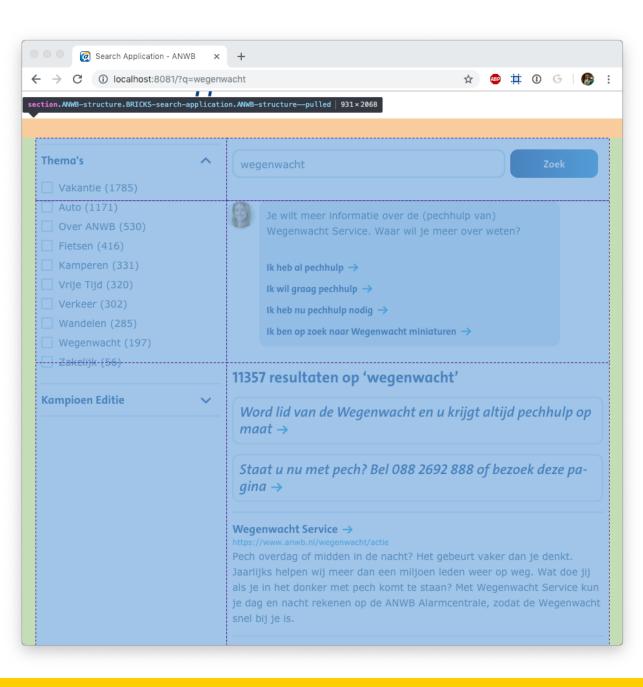
Components build using Preact which developers can use to assemble their products.

## Shipping products

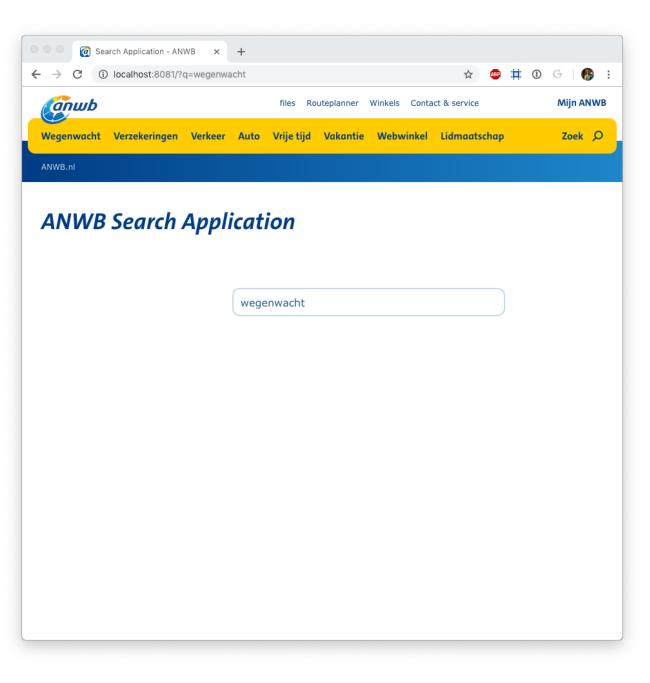




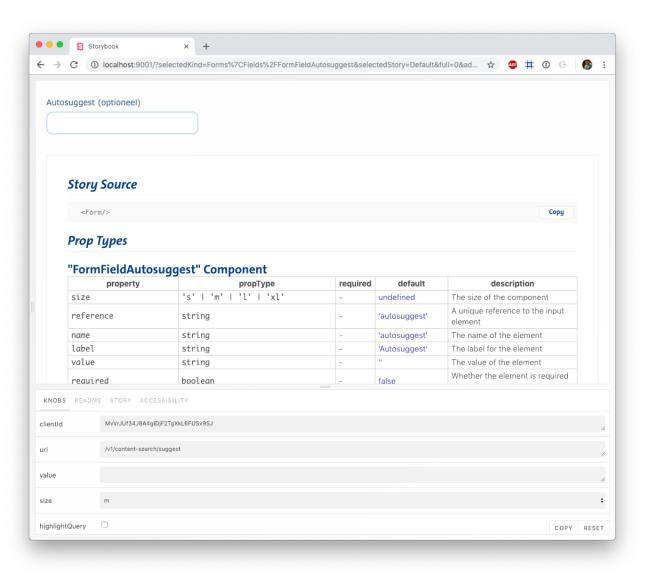




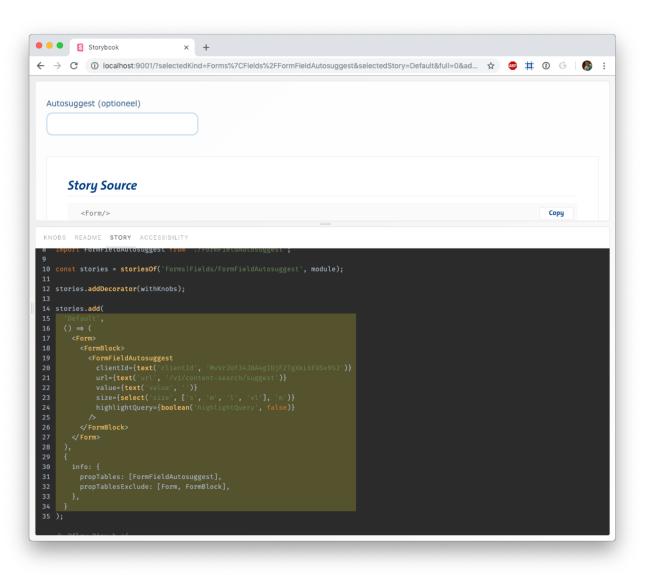




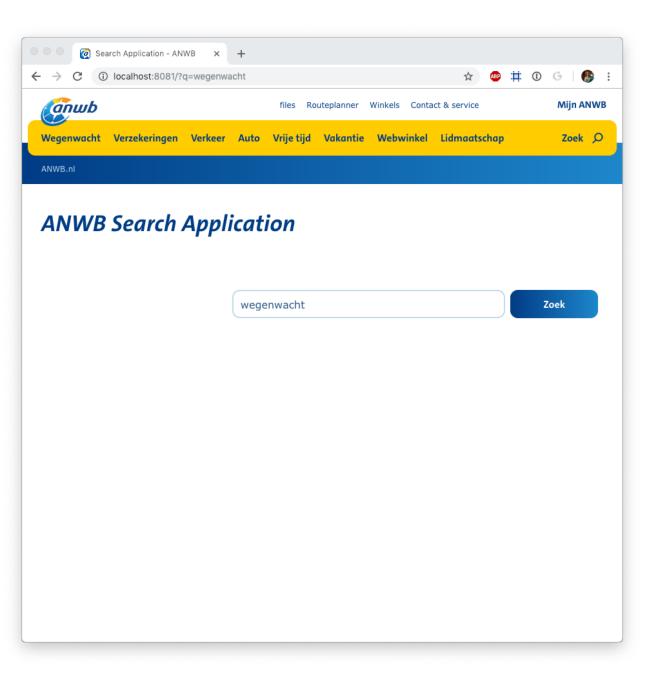




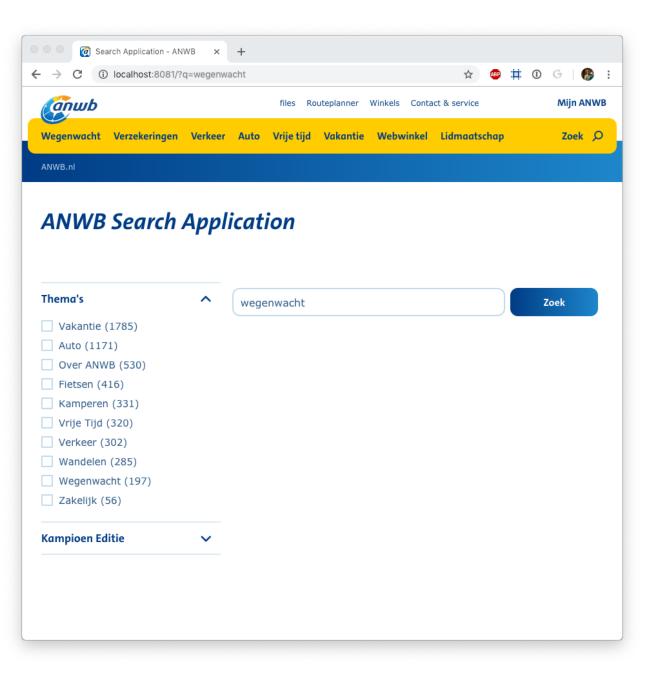




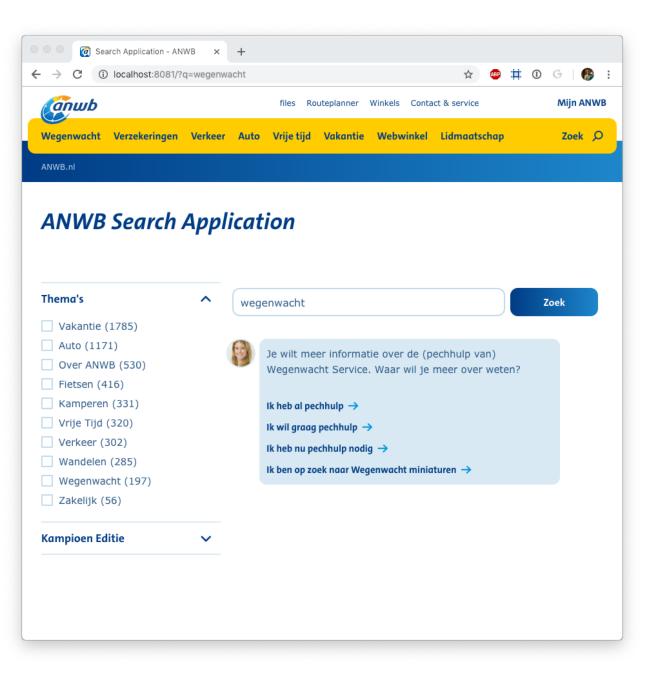




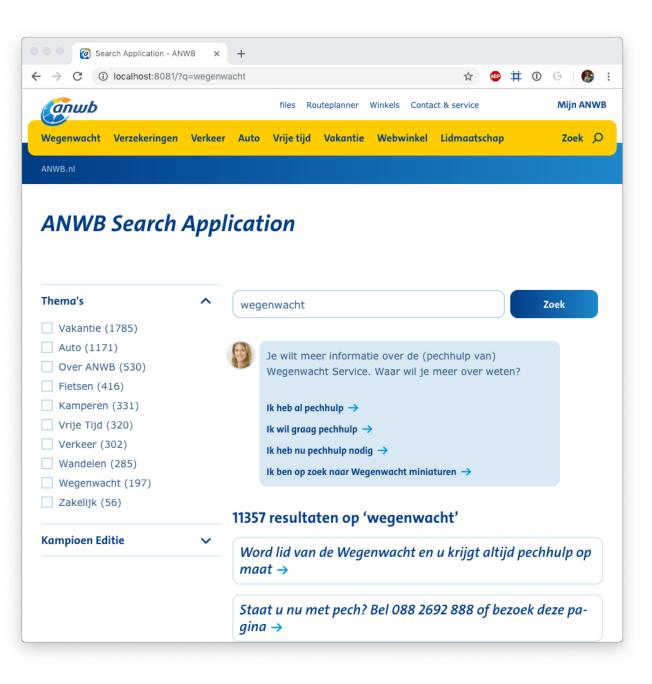




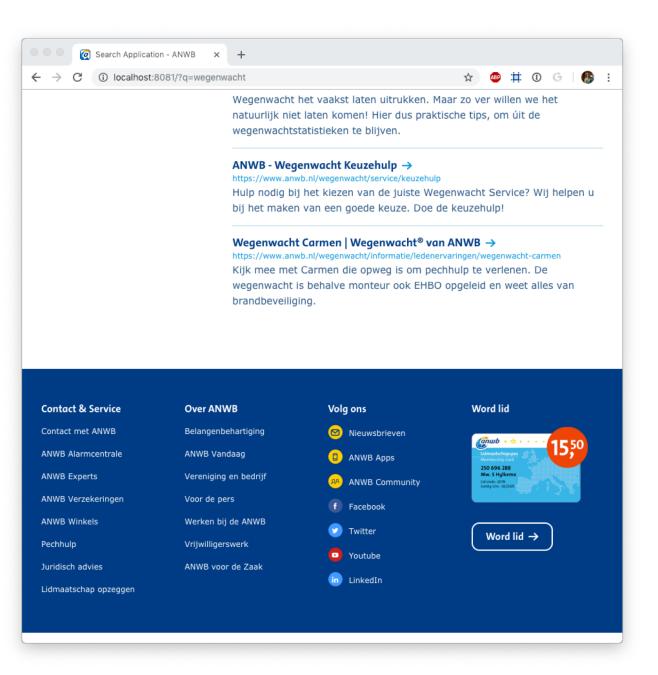




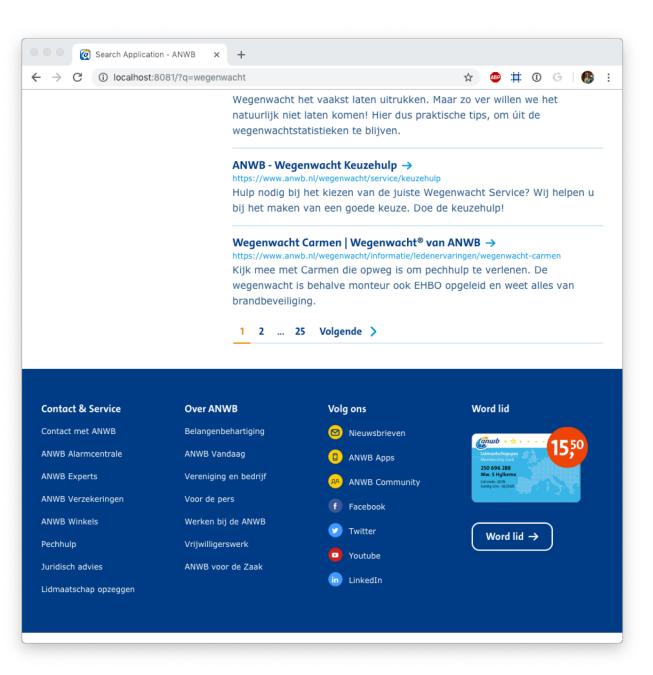














### Poncho components

```
"@anwb/api": "^2.0.5",
"@anwb/browser": "^0.4.0",
"@anwb/button": "^2.2.0",
"@anwb/checkbox": "^1.6.0",
"@anwb/form": "^3.7.3",
"@anwb/form-block": "^1.4.2",
"@anwb/form-field-autosuggest": "^0.3.8",
"@anwb/form-field-button": "^0.1.1",
```

```
"@anwb/iris": "^2.0.7",
"@anwb/pagination": "^0.5.0",
"@anwb/panel": "^2.4.0",
"@anwb/results": "^0.6.0",
"@anwb/spinner": "^0.7.0",
"@anwb/structure": "^2.3.0",
"@anwb/tabbox": "^4.4.0",
```



## Our process



### **Ownership**

#### How do we handle ownership of Poncho



#### **Platform team**

A central team holds ownership over the platform and tooling.



#### **Design together**

All design changes are reviewed and decided on together.



#### **Code together**

Every new feature or refactor goes through a code review process.



#### **Shared responsibility**

Everyone is allowed to make changes and take ownership over components they create.



#### **Source of truth**

The design for a component is the source of truth. Initial changes are always made at the design level and synced to the component.



### A design system is a product



### Adaption

#### How did we motivate people to use Poncho



#### Ease of use

Using Poncho should have been easier then not using Poncho.



#### Dogfooding

Every team using components should also create them where needed and take ownership.



#### **Show & Tell**

Designers and developers have to show each other changed or new components every week.



### Guidelines

#### How do we create or change Poncho components



#### 1. Proposal

A team creates a proposal which is pitched by developers and designers within their respective peer groups.



#### 2. Validation

The proposal is validated by doing some form of user testing either qualitative or quantitative.



#### 3. Development

The developers of the requesting team create a merge request and start developing the component.



#### 4. Review

The merge request is being reviewed visually and technically by the Poncho team.



#### 5. Release

The component is being released and available for use by developers and UX designers.



#### 6. Show & Tel

The developers and designers pitch the component within their respective peer groups.



### Poncho usage

**78** 

Components

**35** 

**Applications** 



### Technical choices



### **Preact**



#### **Familiar**

The React api is the most popular component model out there.



Preact is smaller in bundle size compared to React and the differences were barely noticeable for developers.



The future is slightly foggy when comparing the firepower of the React team with that of Preact.



### Invidual versioning



#### Flexible upgrade path

Applications should be able to mix and match their components and versions to make working with them as easy as possible.



#### **Component freedom**

Individual versioning and gradual adoption allows for more freedom when developing (breaking changes have less of an impact).



#### **Updating**

Making sure all applications are up-todate has been proven hard.



### **Quality Assurance**



#### **Snapshot testing**

Every component is rendered in every state so deterministic html output is ensured.



#### Analytics & error monitoring

We have analytics set up for component usage statistics and runtime error monitoring to detect bugs.



#### **Screenshots**

We are going to start storing visual screenshots of components to ensure visual consistency.



### **Specifics**



We have to keep the styling for our CMS output in sync with the output of our other applications.



#### Hooks

Not yet, stability and ease-of-use are highest priority.



#### **Typescript**

We are using Flow but we might switch to Flow based on overall developer usage statistics.



# Thanks!

### **Questions?**

