



VARIABLES EXPLORATION.

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PROBLEM STATEMENT.

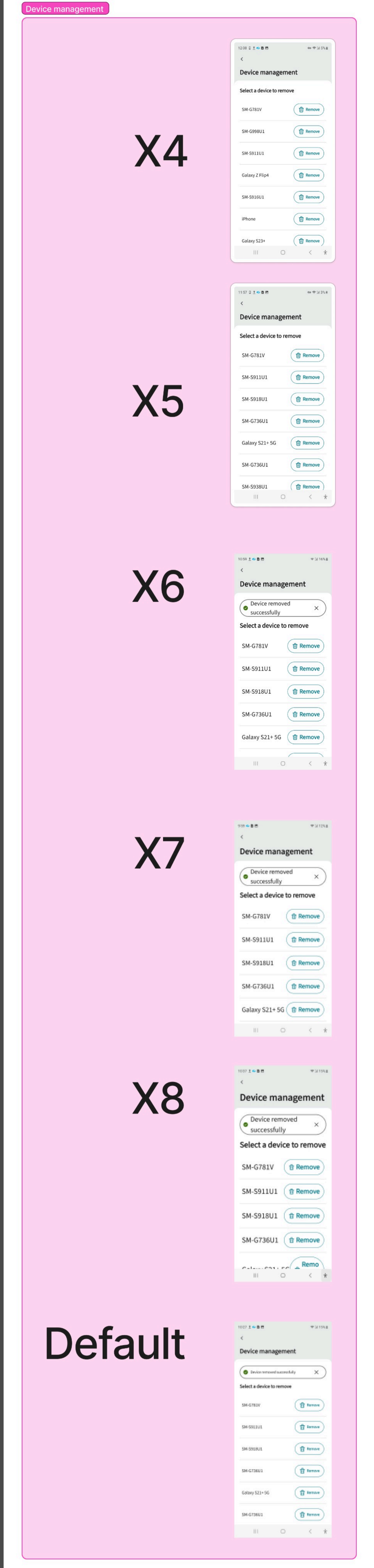
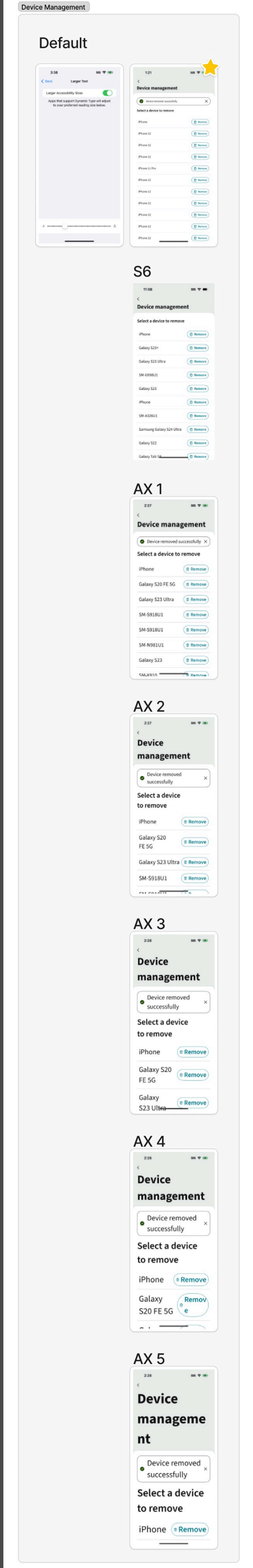
After the app was released, we recognized that colors and typography were not as systematized as they could be. To address this, we conducted a full audit of all colors and text styles in the live product. Another issue was making duplicate screens for iOS and Android. We explored adding a variables table to easily swap between them without having to make net-new screens.

OBJECTIVES & GOALS.

- Centralize colors and typography in Figma
- Audit and rationalize existing styles
- Apply variables across existing designs and remove local styles
- Enable platform switching by using variables to toggle between iOS and Android

AUDIT OF iOS AND ANDROID.

This is not the full audit



ADDING COLOR STYLES.

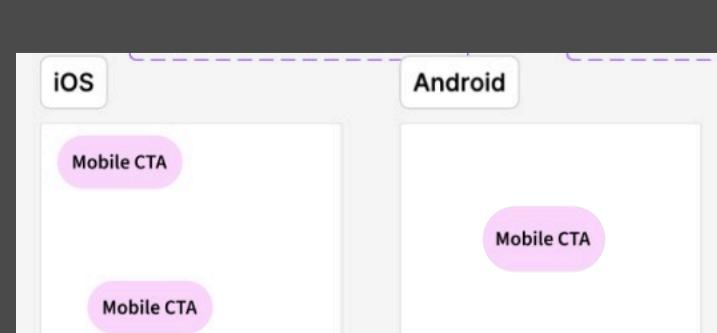
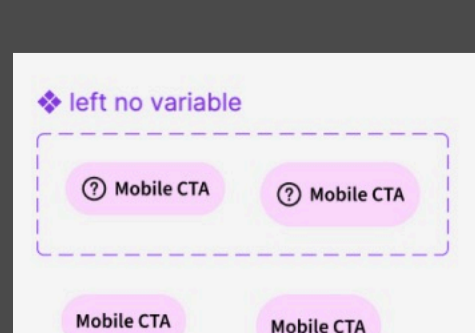
- Worked with another designer to make the variables table
- Coached me on how to do it and then allowed me the freedom to finish it out
- Applied all the colors to the existing components

Variables	
Collections	+
Bases	7
Platform	2
Primitives	36
Primitives 2	2

Groups	
All	36
Colors	36
Background	2
Core	3
Neutrals	12
Secondary	17
Branding	2

iOS & ANDROID VARIABLES.

Independent exploration to determine if applicable



Variables		Collection 1			
Collections	+	Name	IOS	Android	+
Collection 1	2	Icon	IOS	Android	
Groups		No icon	IOS	Android	
All	2				
		+ Create variable			