



VARIABLES EXPLORATION.

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PROBLEM STATEMENT.

Variants for color, typography, and devices were localized and not systematized resulting in inaccurate mocks and re-work. 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.

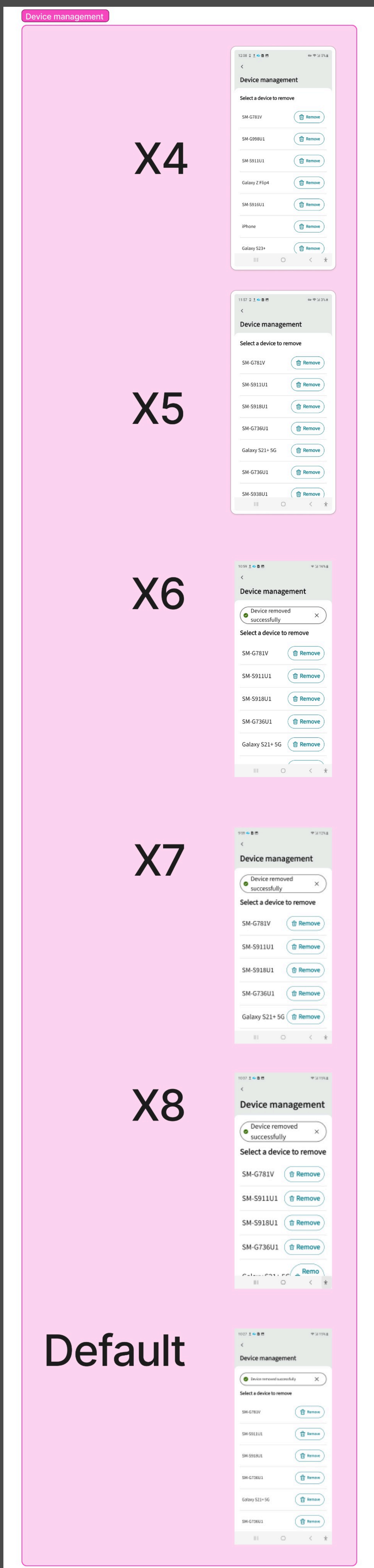
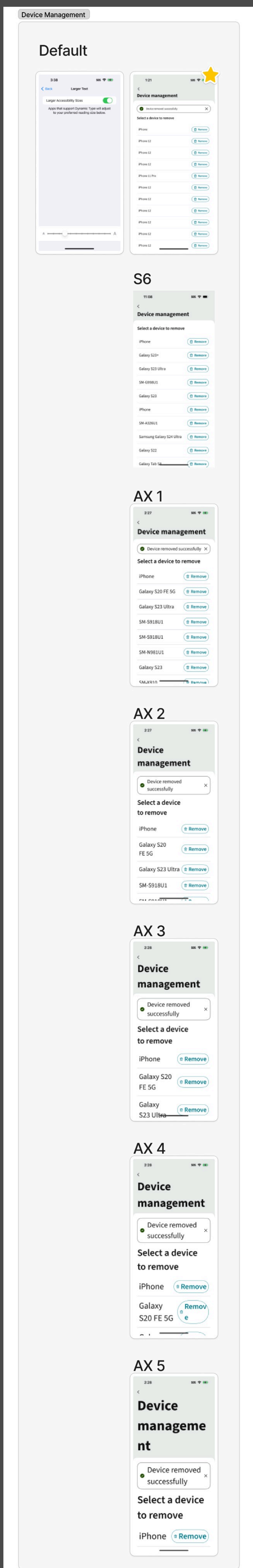
GOALS.

- Systematize variants in the design kit that work for both iOS and Android

OBJECTIVES.

- Audit and define rationale for styles
- Centralize colors and typography in Figma
- Replace localized styles with global variables
- Enable one-click swaps from iOS and Android

AUDIT OF iOS AND ANDROID.



ADDING COLOR STYLES.

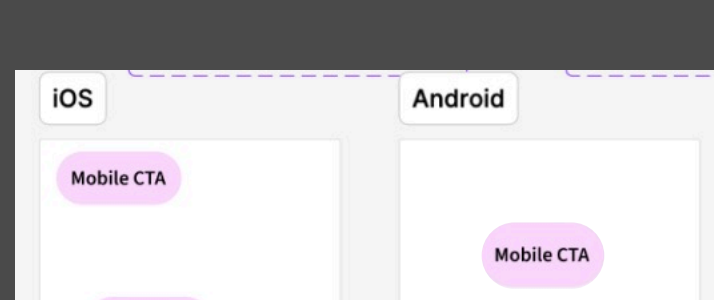
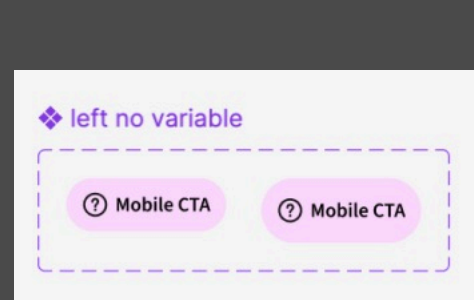
- Collaborated with design peers to build a variable library
- Applied all variables to the existing components

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 use case



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