# 

# Sales Deck

## Agenda

- 02 What is B01LER?
- 03 Is B01LER a fit for your project?
- 04 Help & Feedback

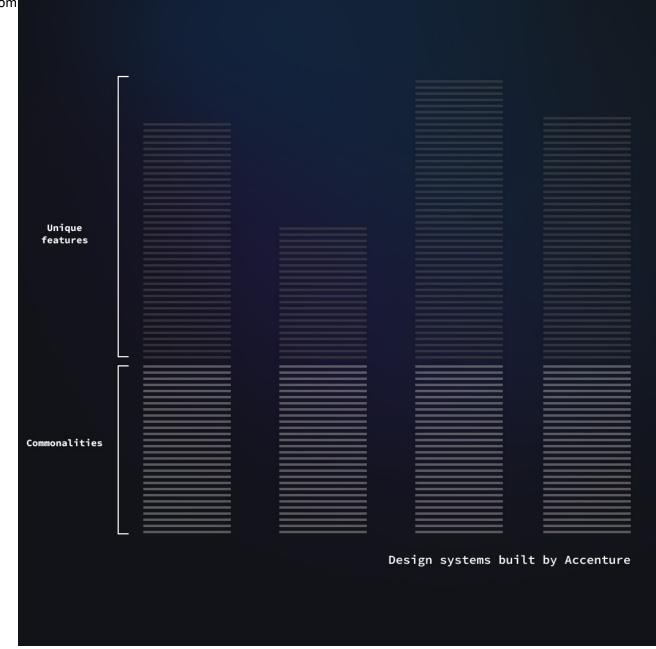
- Redundancy
- Acceptance
- Complexity
- Summary
- Mission

# Redundancy

We know from experience and from looking at several other design systems like material design or carbon design system that each design system...

- has at least 15 core components in common [e.g. Buttons, Input Fields, Navigation]
- can be semantically structured in the same way.

In building and documenting these structures and components from scratch time and time again we create a lot of redundancy.

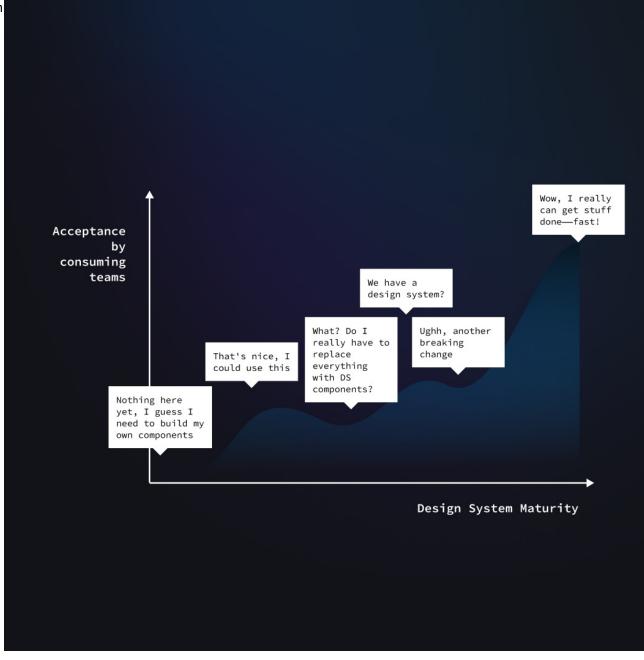


### **Acceptance**

In the early-stage life cycle of a design system, it is usually not much help to the consuming teams, mainly due to its limited capabilities.

Furthermore, an immature design system can result in breaking changes, which are perceived as major disruptors.

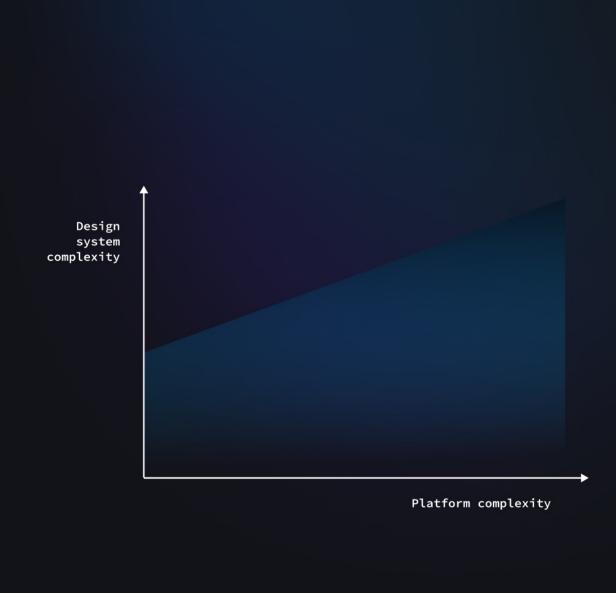
Only after reaching a certain maturity level, a design system can unfold its potential and is perceived as an enabling tool.



# Complexity

We as Accenture Song are building large scale platforms.

As our digital products are getting more complex, so do our design systems.



## **Summary**

The efforts to build design systems are increasing because products become more complex and evolving technology allows us to be more sophisticated.

Effective product development depends on design systems with a high maturity level—yet we build every design system from scratch, well-knowing that we create redundancy on a company level.

### **Mission**

B01LER enables teams to rapidly build design systems so you can create high-value products faster.



- Introduction
- Digression: What is a design system?
- UI kit / Figma library
- Repository with web components
- Digression: What are design tokens?
- Token system
- Easy setup
- Not a white label solution
- Target group
- Benefits

### Introduction

B01LER is a fully customizable design system that enables you to create cohesive and consistent digital products across multiple platforms and brands.

B01LER provides pre-built components that exist in <u>design in</u> the form of a component library in Figma, as well as in <u>code as web components</u>, which is also displayed in the web using <u>Storybook</u>. Both the components in design and in code are connected via the token system.

Utilizing design tokens, which represent the visual properties of a design system, such as typography, color and spacing, B01LER is simultaneously consistent and flexible. By changing the tokens, you have the power to change the appearance of the whole design system, including all the components and all the digital products build with it. In design and in code.

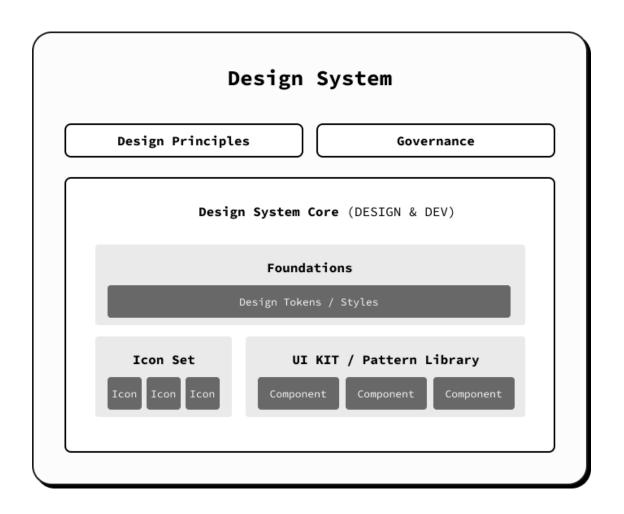
Overall, B01LER is a powerful tool that helps you work smarter, not harder. By streamlining the design and development processes B01LER empowers you to create better products faster.

# Digression: What is a design system?

A design system is a set of standards to manage design at scale by reducing redundancy while creating a shared language and visual consistency across different pages and channels.

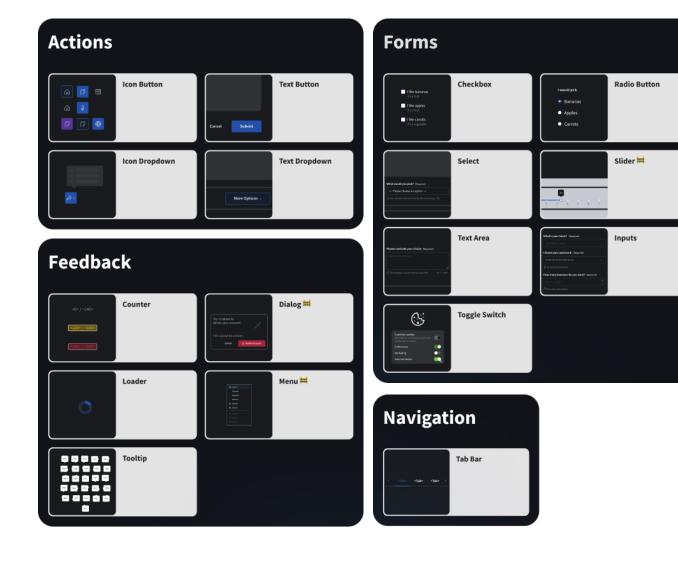
#### Why use a design system?

- Visual consistency ensure a consistent look and feel across all products and interfaces
- Efficiency streamline the design and development process
- Scalability expand and adapt to new products
- Improved collaboration create a unified language within and between crossfunctional teams



# **UI kit / Figma library**

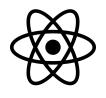
- Multiple Action, Form, Feedback and Navigation components for that can effortlessly be combined
- Highly versatile components that can be used for multiple touch points, complying with Web Content Accessibility Guidelines 2.1 Level AA





# **Repository** with web components

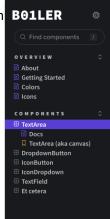
- All designed components also exist in code as web components, which can be integrated in all market standard frameworks & libraries (i.e. React, Angular, Vue.js and Svelte)
- Additionally, B01LER provides a working infrastructure incl. the functionality of **Storybook** to display components and documentation













Text area allows users to input and edit multiline text. Unlike a simple text input field that is typically used for single-line text, a text area provides a larger space for users to enter and manipulate multiple lines of text.

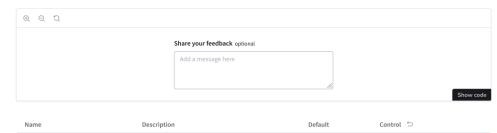
Text area components are used in various contexts where users need to input or edit longer pieces of text, such as comment boxes, message composition in messaging apps, notes, and description fields in forms.

Docs

- Sizing
- Content / Settings

- hasError
- Caption Label
- Counter

#### Docs



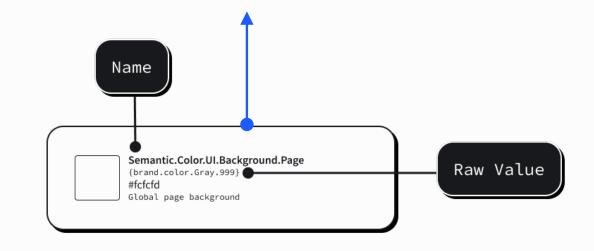
∨ APPEARANCE			
size-variant	Select size variant of this component option	md	<ul><li>xs</li><li>sm</li><li>md</li><li>lg</li></ul>
resize	Choose if the text area is resizeable boolean	true	False True
cols	Defines the width of the text area	140	140
rows	Defines the height of the text area	5	E

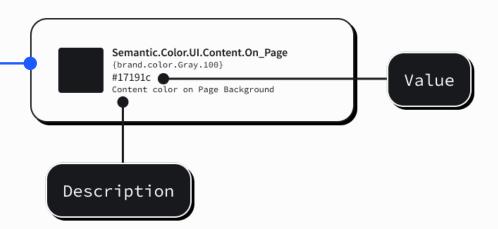
# Digression: What are design tokens?

Design tokens are a method for managing design properties and values across a design system. Each token stores a piece of information such as the value of this slides background- and font-colour, but also sizes, spacings, border radius and so on.

#### The benefits of design tokens

- Maintain a source of truth for consistency
- Improve management of a scaling design system
- Remove the guesswork when building products



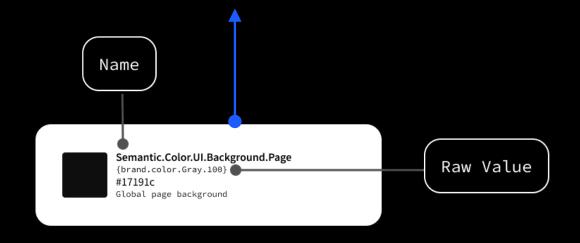


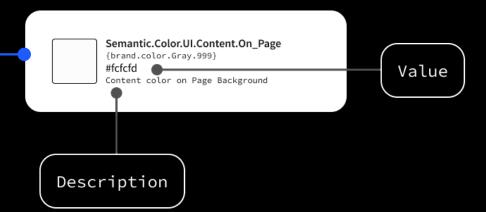
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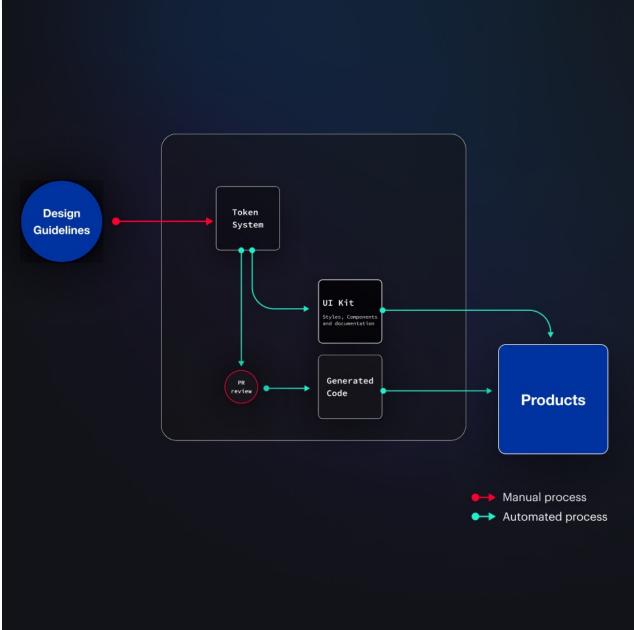




# **Token system**

After integrating the brand CI into the token system, the rest will happen automatically.

The components in the UI Kit, the repository and all the products that have been designed and built with them will directly have your desired look.

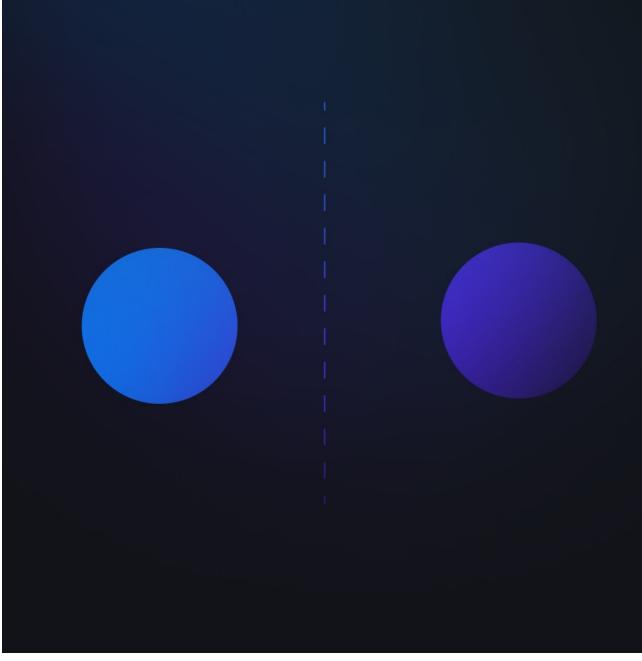


## **Easy setup**

Just three steps needed to finish the setup, during which the core team that build the B01LER can support (see service catalogue):

- 1. Clone B01LER (repository & Figma file)
- 2. Integrate Assets
- 3. Adjust Tokens

If needed, the support can also continue afterwards, to create first new components or extend existing ones together with your design system team.



### Not a white label solution

The B01LER is a starting point to ramp up projects faster and assure a robust foundation.

We are opposing the idea of a white label design system because it would pose an unreachable goal of covering any imaginable product case.

#### **White Label**

- Is the product
- Fix Scope of components
- Rigid structure
- Limited amount of use cases

#### **B01LER**

- Is a starting point for any product
- · Built to be extended
- · Open to be restructured
- Flexible enough to be able to cover almost any use case

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What is B01LER?

# **Target group**

B01LER is built for people and teams who are building design systems.

Whenever a design system is created or fundamentally overhauled, the B01LER is the solution.

Design system core teams& owners

Client & Account Management

### **Benefits**

Increased efficiency in building design systems on brand, because semantic structure and architecture are pre-built Increased efficiency, through automated processes.
Documentation, DEV
Handover, and more

Increased effectivity, as the time saved on building all the components can be used to build features right away

Increased acceptance of DS because components work right from the beginning of project phase

Immense cost savings, because the DS ramp-up phase is reduced from multiple months to days

# 03 Is B01LER a fit for · Checklist your project?

Is B01LER a fit for your project?

### **Checklist**

<b>Criteria</b>	Check?
Scope: Your (cross functional) design and development teams are building frontend applications	
Consistency concerns: You need to minimize inconsistencies within your applications, for example varying colors, typography or spacing	
<b>Efficiency:</b> You need to eliminate redundancy to speed up the implementation process, especially when managing global style changes	
Collaboration: You need drastically reduced communication efforts between design and development	
Scalability: You have a growing team and/or need to extend your design system to multiple touchpoints or channels	
<b>Centralized documentation:</b> You need to centralize your design assets (icons, components, patterns, style configuration/design tokens) and establish a comprehensive single source of truth for designers and developers	
Code Quality: You need to reduce the amount of repetitive styling code in your project	
Accessibility: You need to fulfill WCAG accessibility guidelines	
<b>Theming</b> : You need to implement themes and/or multi brand design in your applications	

# 04 Help & Feedback

• Help & Feedback

Who is the team behind B01LER?

# Help & Feedback

**Slack:** Slack is our main channel and will most likely be the place where you can reach us best. Join the <u>#boiler</u> channel and say hi (you need to be in the Song ASG Slack).

**Teams:** We are also on Microsoft Teams. Join the <u>B01LER</u> channel and say hi ...

**B01LER Monthly:** Join the B01LER Monthly Session and ask questions. The session takes place the last Thursday of each month from 4 PM to 4:30 PM (CET). Add the session to your calendar via our <u>dedicated Teams channel for the session</u>.

**Email:** You can send us messages via <a href="hello@boilerds.com">hello@boilerds.com</a>, which the team will try to respond to as quickly as possible.

**Questions, feedback or feature requests?** To ask questions or give us feedback please <u>open a discussion on GitHub</u>. For feature requests please use our <u>feature request template</u>.

**Report an issue:** Let us know in case you are finding bugs by reporting them with our <u>bug report template</u>. The template can also be used to report issues with our documentation. In case you discover a security vulnerability please review our <u>security policy</u> for more details on how to report it.

# Thank you

