



Treasury Board of Canada
Secrétariat

Secrétariat du Conseil du Trésor
du Canada

Canada

Design System Project Team

Sprint 4 Summary

November 22 - December 10, 2021

Sprint goals



1. Create a proof of concept for end to end integration with a pilot
 - End to end architecture for the alpha site (proof of concept)
 - Prototype framework HTML CSS JS and data separation (proof of concept)
 - Component page example (proof of concept) + vocabulary exercise
2. Create/clarify product narrative

Design System Narrative

Draft briefing deck of key messages for discussions with senior leaders

- Defining a design system
- Understanding the problem space
- Framing the problem
- How can a design system help?
- Limits of a design system
- Product vision
- Our mission
- Product objectives
- Product roadmap
- Guiding principles
- Accessibility considerations

Proof of concept: Buttons

Importing the same button into 3 different sites by building a single component

This button is in Vanilla JS

This button is in React

this button is in Vue

- Proof of concept proves distribution of files among deliverables for all users is possible
- People who don't want to use the components can use utility framework to style web products themselves

Design system user needs exercise

- Understand the needs of different users (developers, designers, communicators)
- Identify specific tasks to provide context for what we build
- Associate tasks with the motivation
- Keep work focused on addressing relevant needs
- Prioritize work

When...	I want to...	so I can...
Starting	A. Understanding mandatory elements	
Understanding or explaining the design rules	B. Guidance with rational and concrete examples	
Using the design system	C. Find the elements of my discipline	Reduce time (replicate design quickly)
In the middle of a multidisciplinary project	D. Have a unified product for all disciplines	Reduce risk of bad implementation (tested elements)
There are changes in the system	E. Be informed and be able to make updates seamlessly	Focus on more important tasks (improve user experience)
I'm experimenting, going beyond the core	F. Be able to innovate & have flexibility in many frameworks / mobile / apps	
I find a gap	G. Have an easy process to give feedback and contribute quickly	
I want to start working faster and easier	H. Have tools to help prototype faster	

Common language workshop

Benefits of a glossary for common vocabulary

- **Understanding** increases **collaboration** across disciplines
 - Clarifies jargon and acronyms
- Doing naming work upfront helps **avoid tech and design debt** later on
- Lays the **foundation** for later product work - cataloguing, tagging, metadata, content design
 - Identifies the French/English equivalent

GC Design System Product Team

[GC Design Slack](#) • dto.btn@tbs-sct.gc.ca