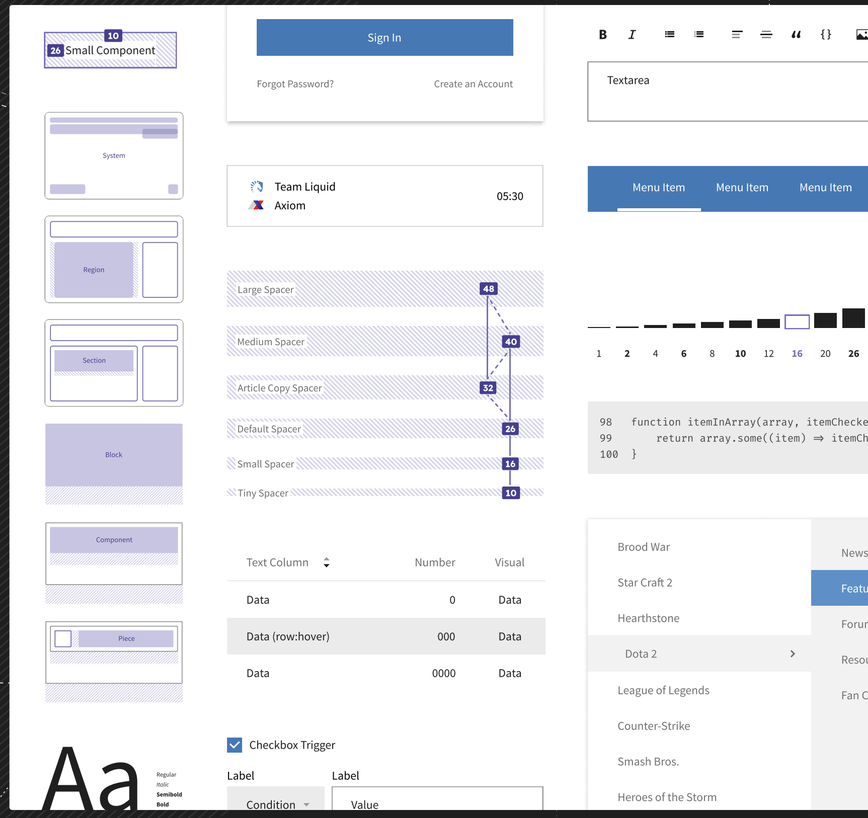
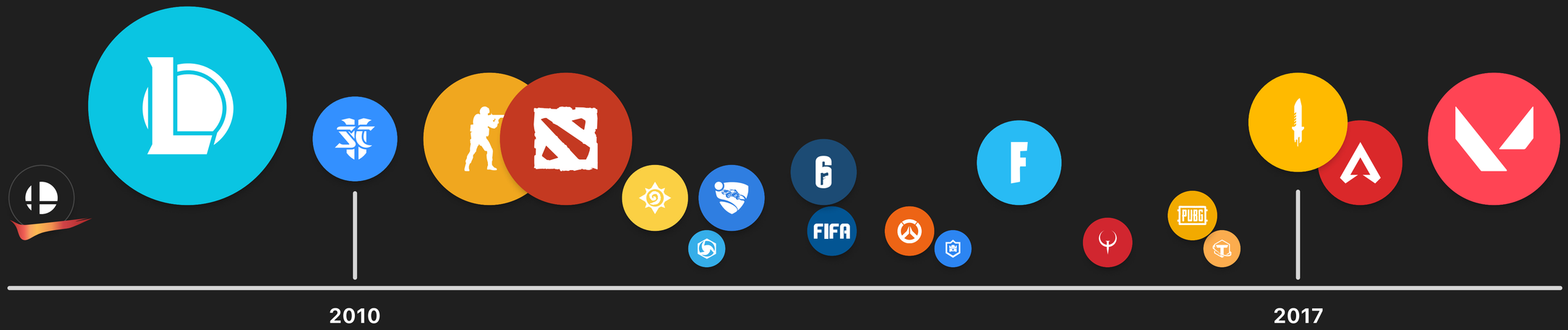
Team Liquid Design System

Designing Modular Systems to Enable a Sustainable Future

My Role: Project Lead, Design Lead, Writer



1. Context


FIFA
PUBG
2010
2017

Internal Challenges

- **1–2 Product People**
- **Lots of Friction**
- **Poor User Experiences**
- **Always Starting from 0**

Project Goals

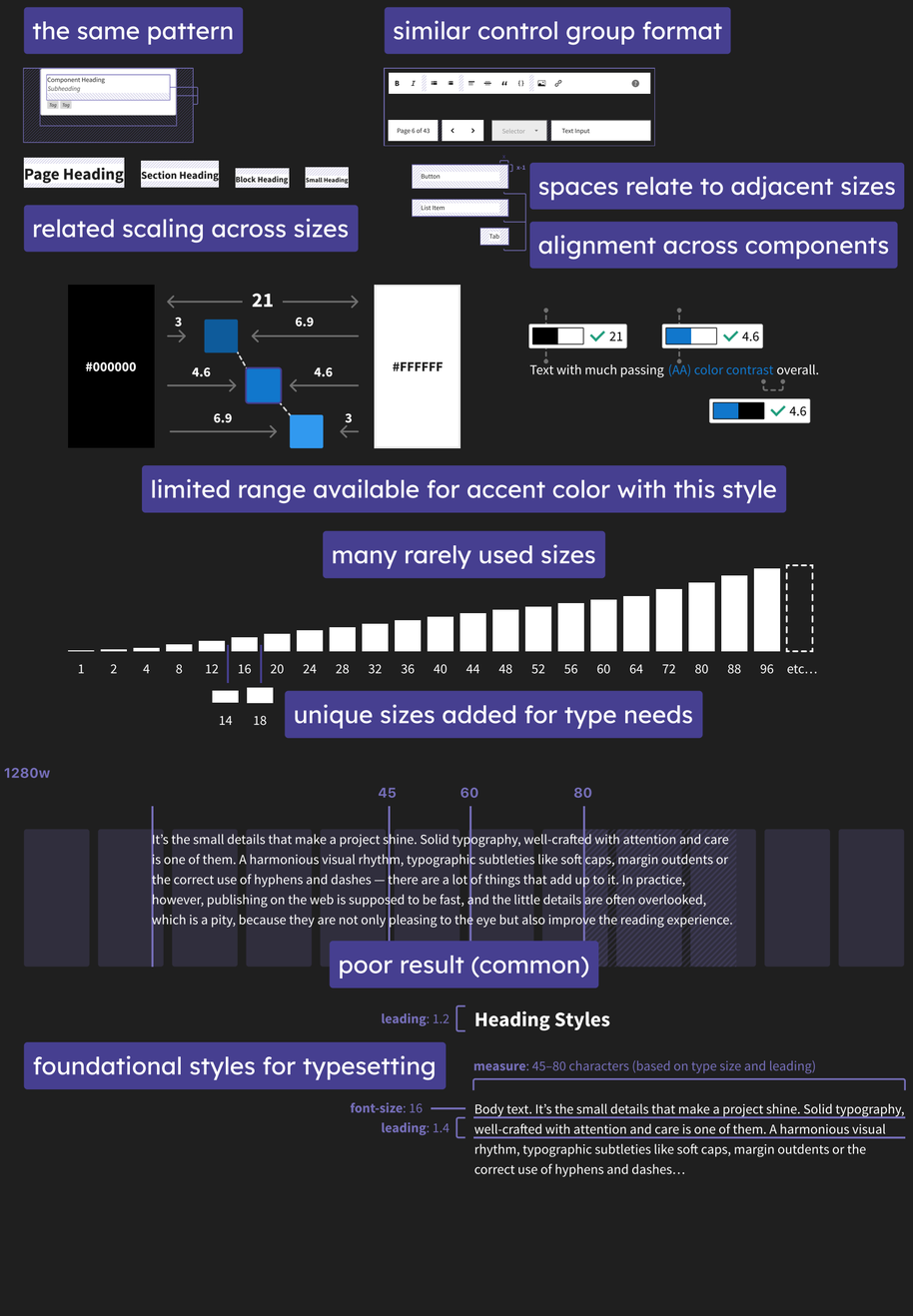
- **Reduce design/development time.**
- **Create a strong core user experience.**
- **Enable maximal flexibility.**
- **Optimize aggressively for performance.**

2. Uncovering Patterns

UI Audit

Systems Analysis

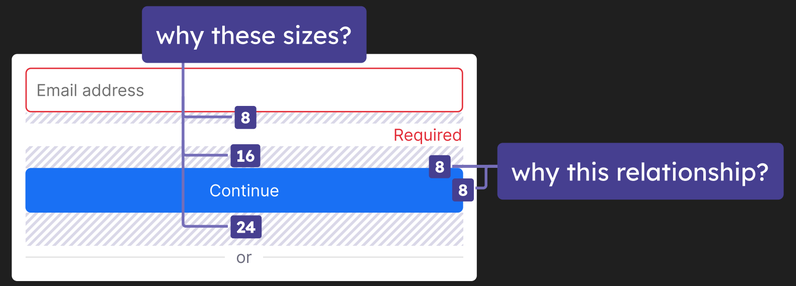
- **Patterns depended on context**
- **Spatial systems had issues**
- **Grids created poor ux**
- **Typesetting already has rules**



3. Crafting Systems as Challenge Solutions

Musical Recursion as a Creative Superpower

A few details helped guide my approach



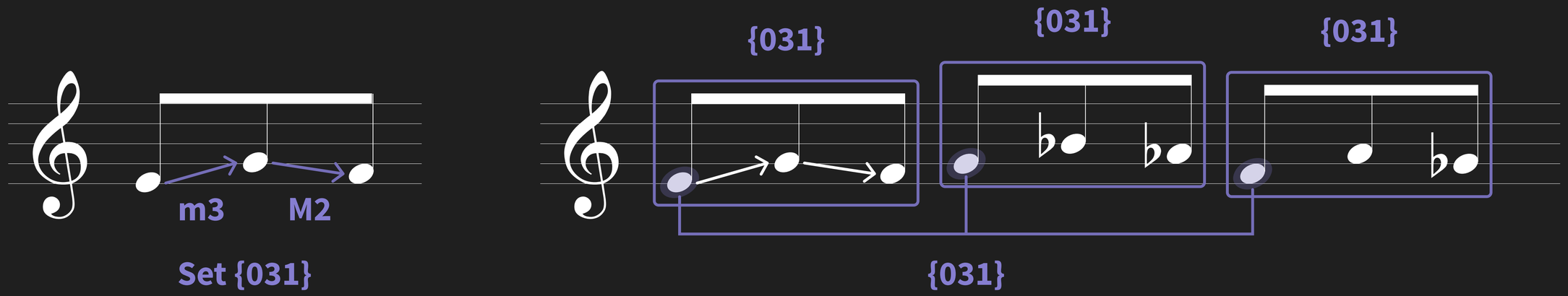
Heading Styles a tighter leading than copy

45–80 characters (based on type size and leading)

Body text. It’s the small details that make a project shine. Solid typography, well-crafted with attention and care is one of them. A harmonious visual rhythm, typographic subtleties like soft caps, margin outdents or the correct use of hyphens and dashes…

a readable size based on measure

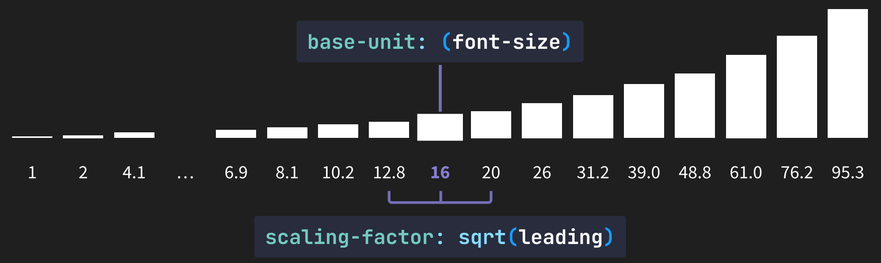
Also... Performance is King

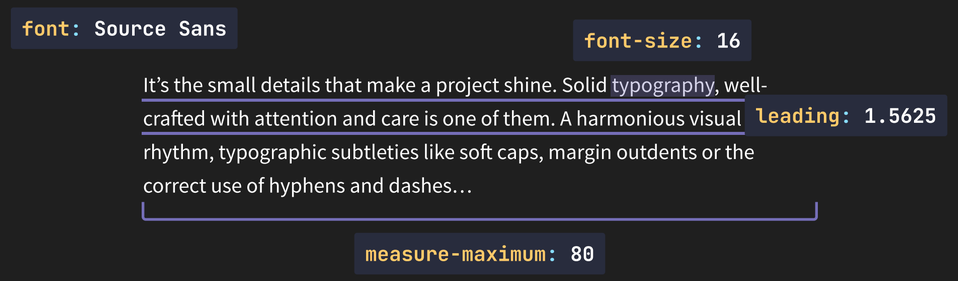


Recursion is a common tool in composition.

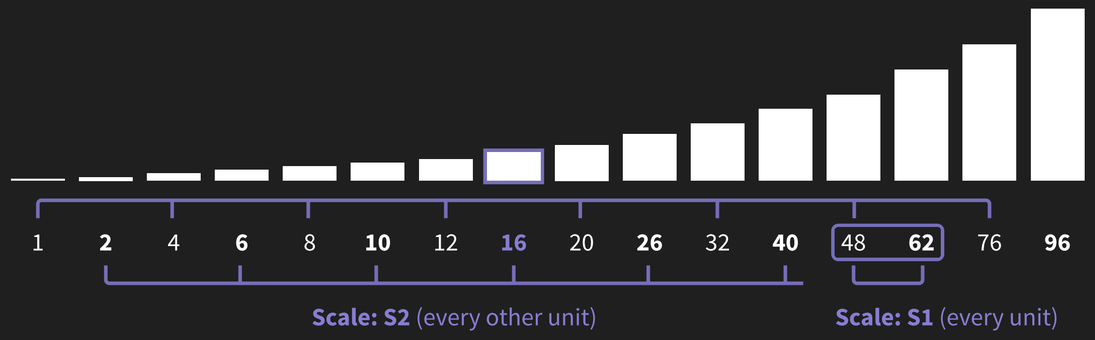
A recursive spatial system provided a few benefits:

- Predictable relationships
- Easier decision making
- Minimize footprint
- Highly adjustable
- Accessible
- More fluidity





An imperfect system maintained the core benefits and avoided sub-pixel issues.



The original problem: design was a monolith.

Headings

Inline Heading Sub-Heading Default Heading Heading Heading

Buttons

button:default :hover :focus :is-selected :disabled

filter-button:default :hover :focus :selected

button:call to action :hover :focus

Lists

Flush List Item

Flush List Item

List Item

List Item

List Item, Icon

Text-Flow List Item, Bullet Spacing

Input Styles

Checkbox :hover :focus :checked

Radio Button :hover :focus :checked

Text Input, with Label

Text Input

:hover

:hover

:focus

error

input value incor|

Select Box, Generic

:hover

:focus

:opened

Textarea, Generic

Tabs

Tab:unselected :hover :focus :selected

Tablist, bordered

:unselected :selected :unselected

bordered tablists should happen only in circumstances where the tablist itself functions as a heading for a page region

Tables

Table, Default

Column Heading	Text Column	Number	Image
Row	Data	00	Data
Row	Data	000	Data
:hover	Data	0	Data
Row	Data	000	Data

Table, Header Size != Body Size (small)

Column Heading	Text Column	Number	Image
:hover	Data	00	Data
Row	Data	00	Data
Row	Data	00	Data
Row	Data	00	Data

Table, Mobile Text-flow

Column Heading	lumn	Num Alignment
Row	ata	Data
Row	ata	Data
Row	ata	Data
Row	ata	Data

Table, Mobile Data-Grouped

Table Cell Tab | Table Cell Tab | Table Cell Tab

Column Heading	Column	Num Alignment
Row	Data	Data
Row	Data	Data
Row	Data	Data

Coding Elements

code-item

```
function getTemplateKey(source) {
    var string = '';
}
```

```
200 function getTemplateKey(source) {
        var string = '';
    }
```

Site Announcement

Minimum touch target size

Site Announcement

Nav Bar

some style explanation

Nav Item :hover :focus :selected Nav Button :hover :focus :selected, :active

Subnav Item :hover :focus :selected

Featured Subnav Item :hover :focus :selected

Search Bar

Select Controller, List Item, Icon Button, with height adjustment to nav bar size (61).

in All Search

Nav Modals

Special Modal 1, and Flush List-Item

Flush List-Item
Flush List-Item
Flush List-Item
Flush List-Item

Flush List-Item
Flush List-Item
Flush List-Item

Notifications Modal

Default Modal, Modal Block-Item, Truncated Heading

Generic notification text block for logged-in user
View Dismiss

Generic notification text block for logged-in user
View Dismiss

Generic notification text block for logged-in user
View Dismiss

Generic notification text block for

Notification Alert Modal

Special Modal 2, Truncated Heading

Team Liquid vs TeamSolid Starts in 1:15:10
View Dismiss

System Message Modal

Special Construct using efault Block Item

System Messages

Articles

Article Card, Vertical

Some Generic Article Title

Single-line teaser text for generic description.

by author • March 24

Logged-in Modal

Special Modal 1, Flush List-Item

Profile
Inbox
My Blog
Admin Access
Settings
Log Out

Side Drawer Modal

Default Modal, Modal Block-Item, Flush List-Item

Drawer Heading

Pinned Link
Pinned Link

Block Subheading

Flush List-Item 1m
Flush List-Item 1m
Flush List-Item 2m

Article Card

Card Block-Item, Default Heading

Some Generic Article Title

Single-line teaser text for generic description.

by author • March 24

:hover, :focus

Some Generic Article Title

Single-line teaser text for generic description.

by author • March 24

General Tag, umber Tracking Block, Flags

Tag :hover :focus Flag 4

Tooltips

Tooltip Description

Thread Topic, Table Item

Default Block-Item, Truncated Heading

Somewhat Longer Thread Title is Available Here
by User • Date 6 !astusercomment 20m

Recent News Topic

Compact Block-Item, Truncated Heading

Branch | News Title

:hover, :focus

Branch | News Title

Thread Topic, Table Item

Default Block-Item, Truncated Heading

Thread Title
by User • Date 6

:hover, :focus

Thread Title
by User • Date 6

Popular Topics List-Item

1. A Longer Article Title that Spans a Number of Rows in the Block
by User • Date 6

1. A Longer Article Title that Spans a Number of Rows in the Block
by User • Date 6

Subscribed Thread

default state

Subscribed Thread Title
by User

:hover, :focus; button:hover, :focus

Subscribed Thread Title
by User

Cards

Card, Level 3

Title Line
Second Line
Detail Line

:hover

Title Line
Second Line
Detail Line

:focus

Title Line
Second Line
Detail Line

Stream Card

platform

username | lang *120.3k

Space for short description, can be more than one line.

Tournament Card

Title Line
Dates
Space for short description, can be more than one line.

Tournament Card:hover, :focus

Flush List Item
Flush List Item
Flush List Item

* current viewers, start denotes user-favorited stream

Match Item

Default Block-Item

PartinG
Taeja
07:32

:hover, :focus

PartinG
Taeja
07:32

Fill Bars

62.4k Statistic Name 30.8k

Text Formating Options

B i aA " [x]

Modal, Unary Action

Default Modal, Default Header, Control Tray

Modal Window

CTA Button

Modal, Binary Action

Default Modal, Default Header (no-close), Control Tray

Modal Window

CTA Button Normal Button

Log In Modal

Default Modal, Default Header

User Name
username
Password
password
Keep me Logged In
Log In
Forgot Password? Create an Account

Tablist Modal

Default Modal, Tablist Header

Tab Tab

Modal Window

User Profile Modal

Compact Modal, Special Compact Block, Compact Heading

ExtendedUsername
Joined August 2007

Profile

230 Reputation | 1913 Posts Country

"This is my user quote, I hope you like it. Actually, this is a really distracting user quote."

Date Picker

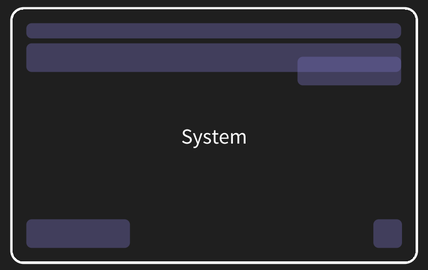
Compact Modal

May 2015

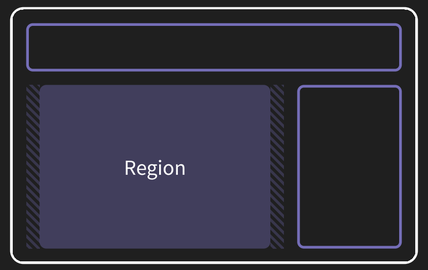
S	M	T	W	T	F	S
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31	1	2

Today

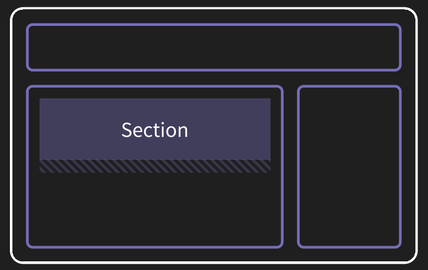
System



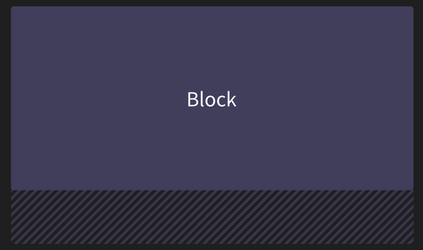
Region



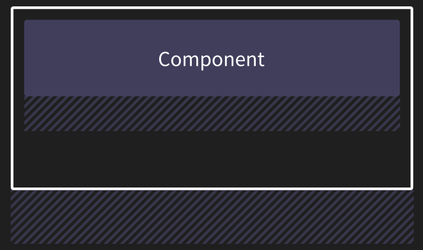
Section



Block

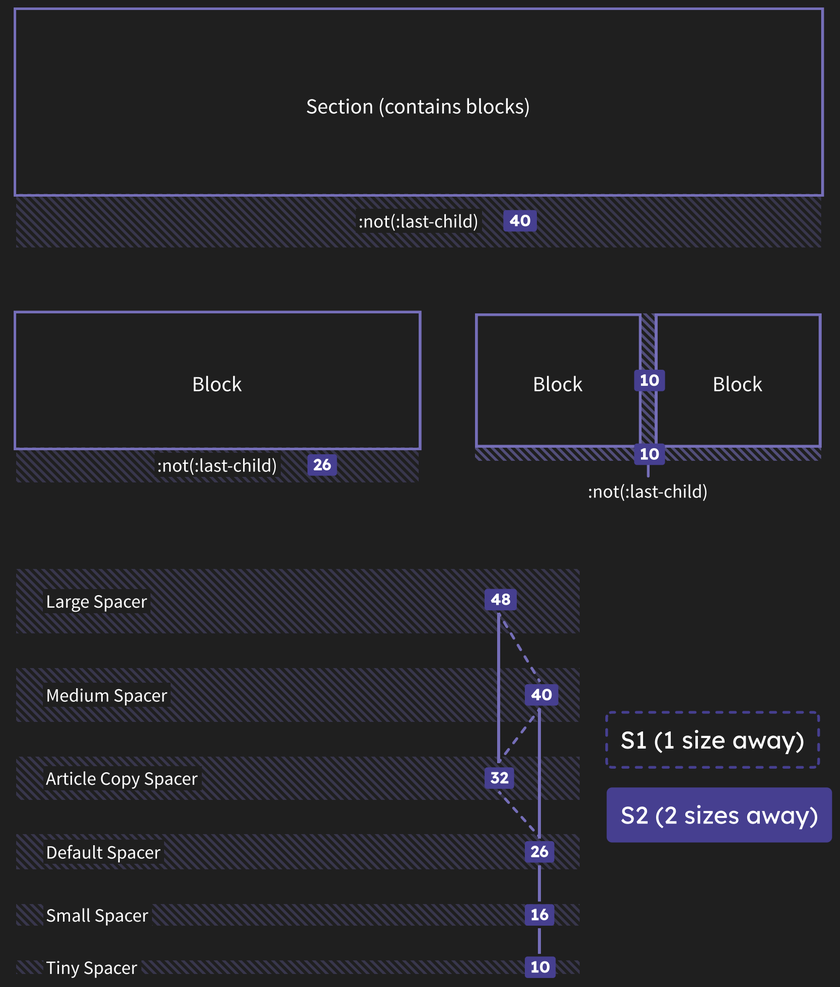


Component

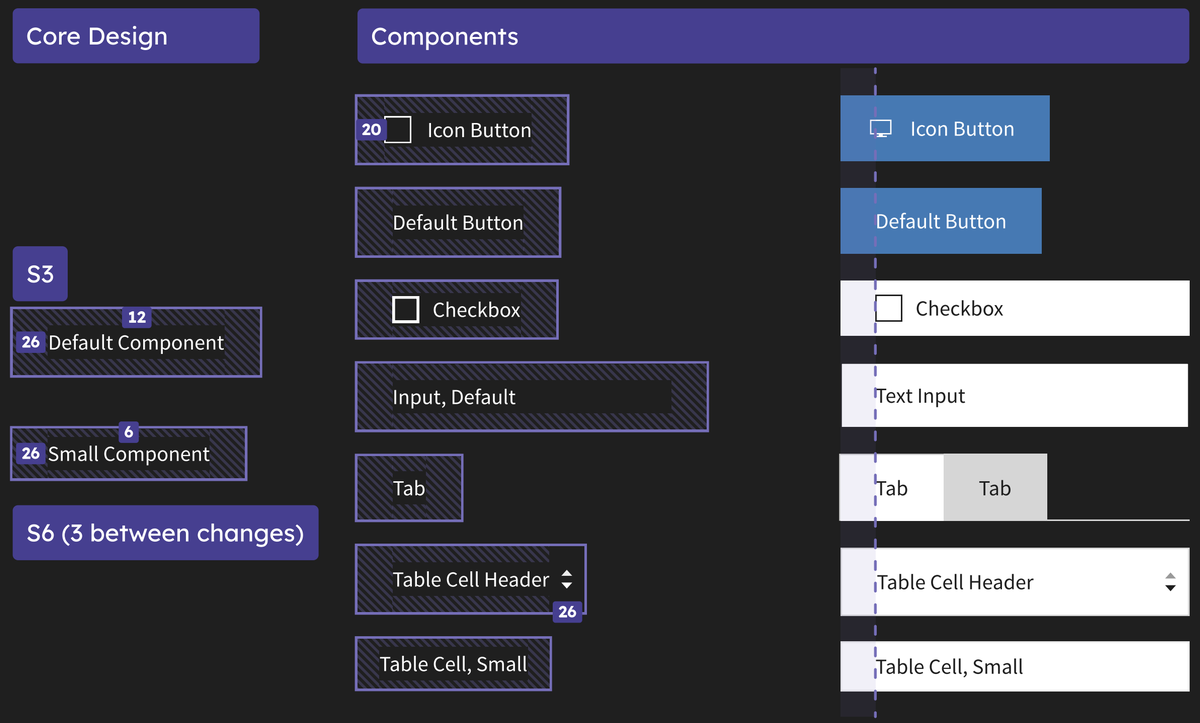


Piece

A clear hierarchy enabled highly targeted and modular systems to be created for many themes.



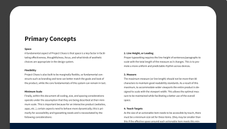
Components could also be built around abstractions that created predictability.



Systems at the Build Layer

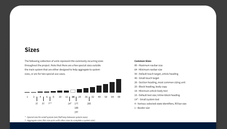
Foundations

Principles



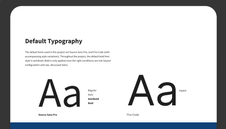
Core Rules

Color



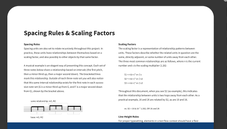
Space

Project Fundamentals



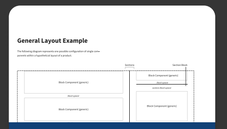
Type

Colors



Space/Scale

Aesthetics



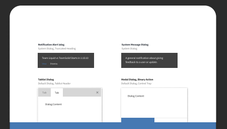
Composition

Core Layout

Pattern Library (components)

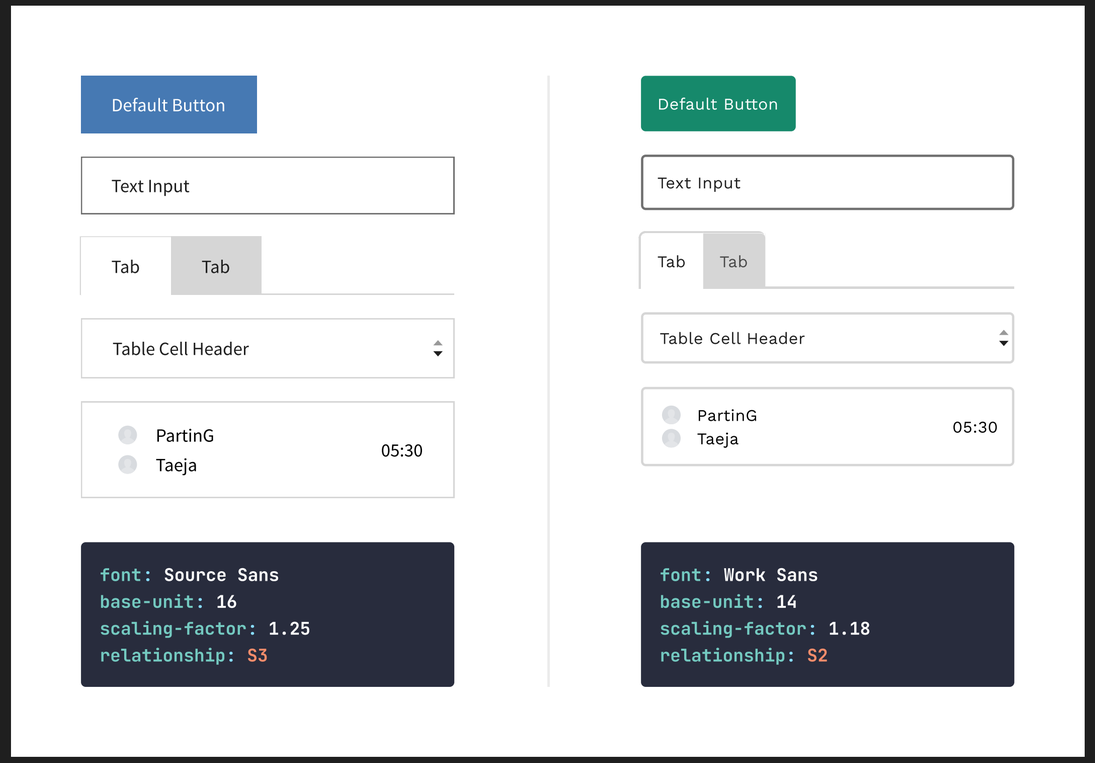
Core

General Purpose



Specific

Result: many projects could rely on a single core system.

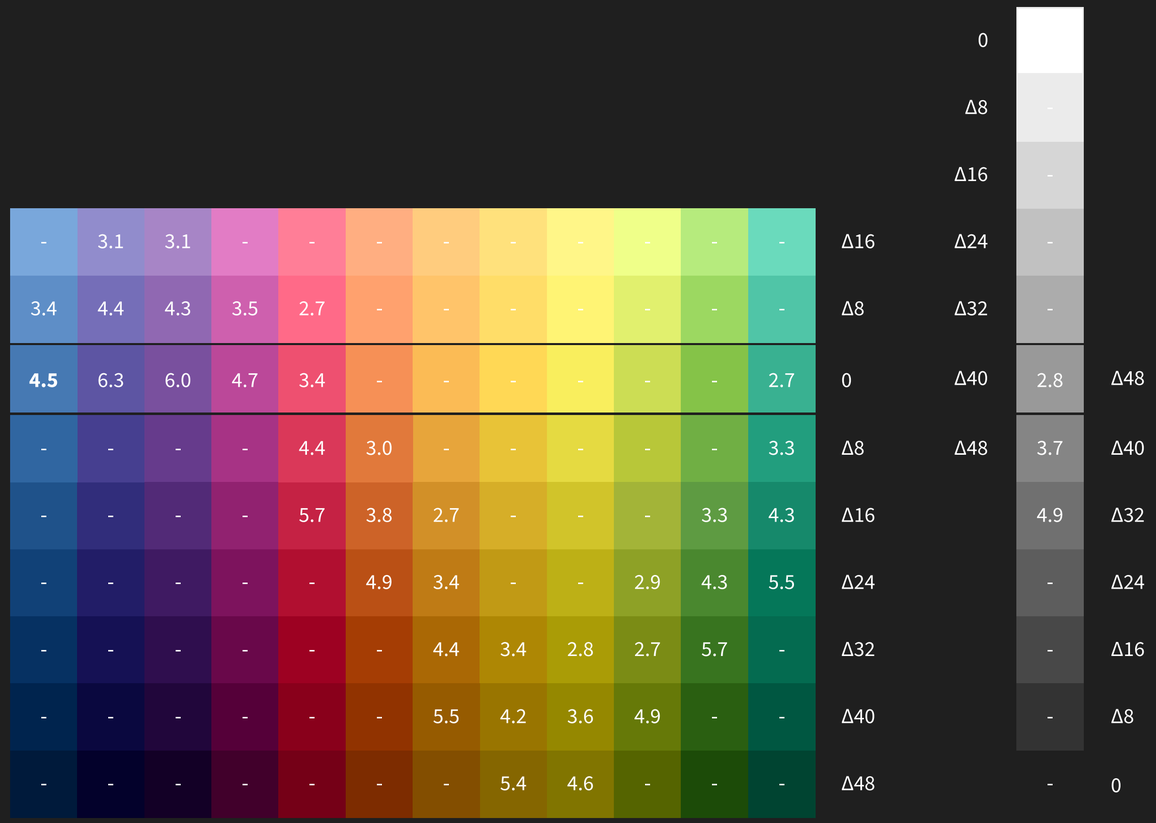


Accessibility as a Core Driver

Building around good typesetting delivered several accessibility benefits automatically.

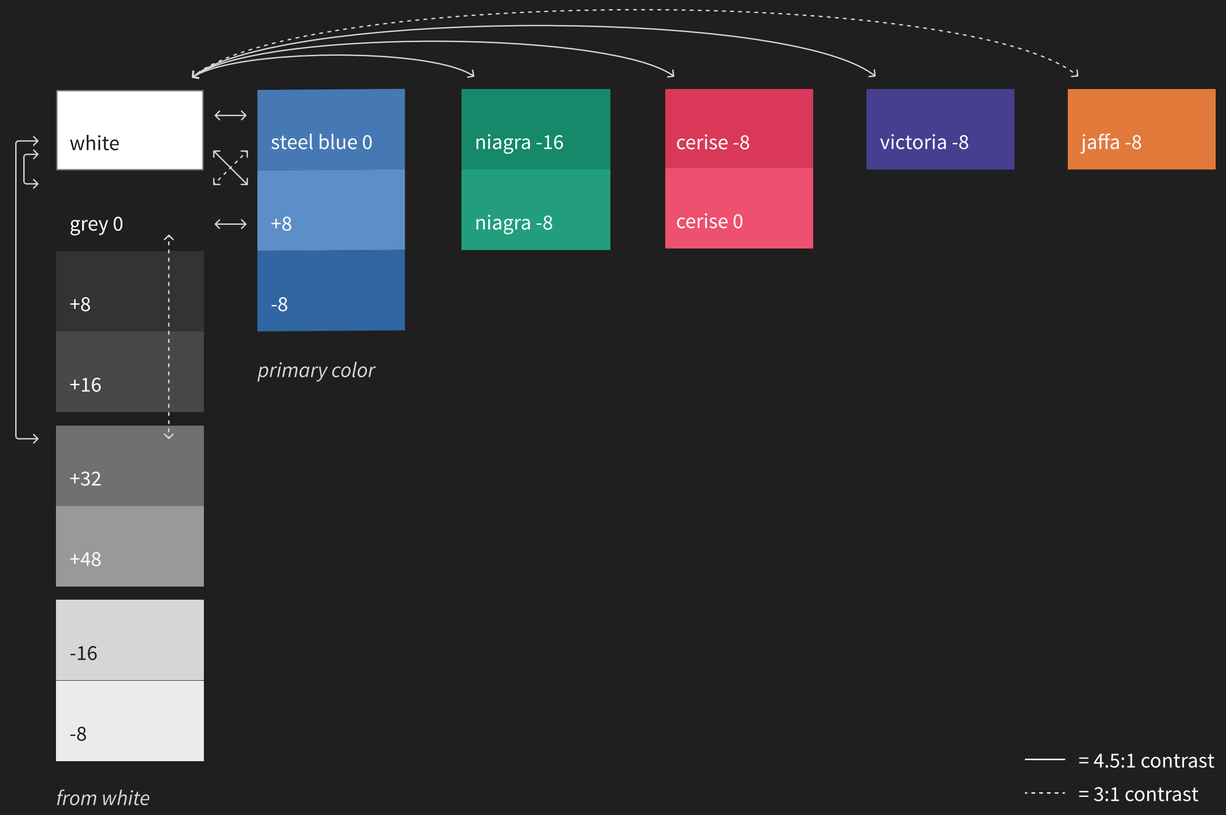
Designing a color system that’s both easy to use, and accessible is challenging.

Sampling colors at meaningful intervals helped to balance complexity with contrast needs.



Deviating by ±0.3 allowed for better color results, while still being close to the AA standard.

(more on this later)



4. Outcomes

400%

Reduction in design-to-developtment time

2.5×

Increase in system usability

25%

Increase in accessibility compliance

50%

Reduced bundle sizes

Improvements that can be made

More modularization for smaller themes would be beneficial.

Learnings

- **Pain Points with Design → Code Translation**
- **A Flawed Color Algorithm, and Good Intuition**

Project Lead	Nik Jeleniauskas
Designers	Nik Jeleniauskas