

CHECKLIST: DESIGN HANDOFF FOR FRONTEND DEVELOPMENT

This checklist helps verify that all important aspects for a successful design handoff have been considered. Use it as a guide to ensure developers receive all necessary information for implementation

Bookmark: An updated version and explanations can be found at https://www.blueshoe.io/



DESIGN SYSTEM FUNDAMENTALS

| COLOR PALETTE |
|---|
| □ Primary colors defined (with all variants: light, dark, saturated) □ Secondary colors defined □ Neutral colors (backgrounds, texts, borders) □ State colors (Hover, Focus, Disabled, Error, Success, Warning, Info) □ Hex values or CSS variables documented for all colors □ Color contrasts checked for accessibility □ |
| TYPOGRAPHY |
| □ Font families defined (Web Fonts or System Fonts) □ All font sizes documented (Headings H1-H6, Body, Captions, Labels) □ Line heights defined for all text styles □ Font weights documented (Regular, Medium, Bold, etc.) □ Responsive Typography (how do font sizes change at different breakpoints? □ Text colors defined for different contexts |
| |
| SPACING-SYSTEM |
| □ Consistent spacing system defined (e.g., 4px, 8px, 16px, 24px, 32px, 48px, 64px) □ Spacing between components documented □ Container padding defined □ Responsive spacing (how do spacings change at different breakpoints?) |
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COMPONENTS

| COMPONENT STATES |
|---|
| □ Default state documented □ Hover state documented □ Focus state documented (important for accessibility) □ Active state documented □ Disabled state documented □ Error state documented □ Success state documented □ Success state documented |
| COMPONENT VARIANTS |
| □ Size variants (Small, Medium, Large) □ Color variants (Primary, Secondary, Tertiary) □ Layout variants (with/without icon, different text lengths) □ Context variants (in different environments: Header, Footer, Modal) □ |
| SPECIFIC COMPONENTS |
| □ Buttons (all states and variants) □ Form elements (Inputs, Textareas, Selects, Checkboxes, Radio Buttons) □ Cards □ Modals/Dialogs □ Navigation (Desktop and Mobile) □ Footer □ Header □ Lists □ Tables □ Alerts/Notifications |



RESPONSIVE DESIGN

| BREAKPUINTS (Bootstrap Standard Recommended) |
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| □ Extra Small (xs) - <576px (small portrait smartphones) □ Small (sm) - ≥576px (large landscape smartphones) □ Medium (md) - ≥768px (tablets) □ Large (lg) - ≥992px (standard desktops) □ Extra Large (xl) - ≥1200px (large desktops) □ Extra Extra Large (xxl) - ≥1400px (very large screens) □ |
| BREAKPOINT DOCUMENTATION |
| □ Layout changes documented for each breakpoint □ Component adaptations documented for each breakpoint □ Navigation behavior documented for each breakpoint □ Typography changes documented for each breakpoint □ Spacing changes documented for each breakpoint |
| |
| Grid System |
| ☐ Is a grid being used?☐ How should the grid be structured? (12 Columns Default) |



NAVIGATION

| Navigation Concept: |
|---|
| How deep does the navigation go? Does the navigation require additional information such as images or text? Which essential functions should be included in the navigation (Search, Contrast Mode, Account, Shopping Cart)? |
| DESKTOP NAVIGATION |
| □ Default state documented □ Hover state documented (incl. animation/transition) □ Focus state documented □ Active state documented □ Transitions and animations specified |
| |
| Dropdown menu behavior documented: |
| □ Trigger behavior (Hover vs. Click) □ Dropdown position and alignment □ Dropdown styling (background, shadow, border) □ Animation (Fade-in, Slide-down, etc.) □ Sub-menu behavior □ |
| |
| MOBILE NAVIGATION |
| Hamburger menu design documented: |
| ☐ Icon position and size☐ Animation on open/close☐ Icon transformation (to X) |
| |



Off-Canvas menu documented:

☐ Slide direction (from left, right, top) ■ Background overlay ■ Menu width and position ☐ Animation and transition Menu items on mobile: ☐ Layout (List, Grid, etc.) ■ Spacing between items ☐ Touch target sizes (minimum 44x44px) **MOBILE DESIGN** MOBILE-FIRST APPROACH ☐ Mobile designs available for all important pages ☐ Mobile designs available for navigation ☐ Mobile designs available for main components MOBILE SPECIFICATIONS ☐ Touch targets defined (minimum 44x44px) ☐ Component adaptations documented for mobile ☐ Layout changes documented for mobile ☐ Touch interactions specified (Swipe, etc.) ☐ Performance considerations for mobile included



INTERACTIONS AND ANIMATIONS

| HOVER EFFECTS |
|---|
| ☐ Hover effects defined for all interactive elements☐ Transition duration and easing specified☐ Cursor changes documented |
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| ANIMATIONS |
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| ☐ Page transitions defined |
| ☐ Loading states documented |
| Micro-interactions specifiedAnimation duration and easing defined |
| Animation duration and easing defined |
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| ASSETS AND EXPORTS |
| ASSETS AND EXPORTS IMAGES |
| |
| IMAGES |
| IMAGES □ All images optimized for web |
| IMAGES □ All images optimized for web □ Images available in various sizes (Retina, etc.) |
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| IMAGES □ All images optimized for web □ Images available in various sizes (Retina, etc.) □ Image formats defined (WebP, JPG, PNG, SVG) □ □ |
| IMAGES All images optimized for web Images available in various sizes (Retina, etc.) Image formats defined (WebP, JPG, PNG, SVG) ICONS |
| IMAGES All images optimized for web Images available in various sizes (Retina, etc.) Image formats defined (WebP, JPG, PNG, SVG) CONS Icons exported as SVG |



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| ☐ Logos available in various formats (SVG, PNG) |
| ☐ Logo variants (Light, Dark, Monochrome) |
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| DOCUMENTATION AND ORGANIZATION |
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| FIGMA FILE STRUCTURE |
| ☐ Design System clearly organized (Colors, Typography, Components) |
| ☐ Spacing system documented |
| ☐ Breakpoints documented ☐ Dead designs attrustured (Dealston and Mabile congreted) |
| Page designs structured (Desktop and Mobile separated)Clear labeling of drafts and finished designs |
| ☐ Comments and annotations available |
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| ACCESSIBILITY |
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| ACCESSIBILITY FEATURES |
| ☐ Focus states defined for all interactive elements |
| ☐ Color contrasts checked (WCAG AA or AAA) |
| ☐ Touch target sizes for mobile (minimum 44x44px) |
| Alt texts defined for images |

☐ ARIA labels documented for complex components

☐ Counterpart to the hover effect defined for touch devices



SPECIAL REQUIREMENTS

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| | Placeholder content defined |
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| | Content lengths considered (short vs. long texts) |
| | Image ratios defined |
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ADDITIONAL NOTES

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NOTES

NOTE: This checklist should serve as a guide. Not all points have to be met in every project, but the more complete the design handoff is, the more efficient the implementation can be.

TIP: Go through this checklist together with the development team to ensure all important aspects are covered.