Design System Rubric

CRITERION	1	2	3	4	5
Atomic Design	No component hierarchy, features built as monoliths	Some reusable components but no clear atom/molecule/organism layers	Atoms and molecules identified, organisms compose them consistently	Strict layer boundaries, templates for page layouts, documented composition rules	Full atomic hierarchy with Storybook stories at each layer, enforced via linting
Design Tokens	Raw hex values and magic numbers scattered across files	Some CSS variables but naming is inconsistent, gaps in coverage	Centralized token file for colors, spacing, typography, radius	Semantic token aliases (e.g., color-primary, space-4), light/dark themes	Tokens synced from design tool, typed token references, no raw values anywhere
Component reuse	Copy-pasted components, 3+ versions of the same button	Some shared components but one-off variants everywhere	Shared component library, variants via props, consistent APIs	Composition over configuration, slot patterns, documented prop contracts	Component usage audited, unused variants pruned, adoption metrics tracked
Spacing & layout	Arbitrary margins/padding, no grid system, layouts break at common widths	Inconsistent spacing scale, some responsive breakpoints but gaps	Spacing scale from tokens, mobile-first breakpoints, consistent gutters	Layout primitives (Stack, Grid), container queries for components	Spacing lint rules, visual regression tests for layout, fluid typography
Typography	Random font sizes, no scale, weights chosen per-element	Some heading styles but body text inconsistent across pages	Type scale defined (xs–5xl), heading/body weights standardized	Responsive type scaling, line-height/letter-spacing tokens, font loading optimized	Type components enforce scale, no raw font-size in codebase, variable fonts