

Spring 2026

COMP 523 - Team E

Figma & Figma Make



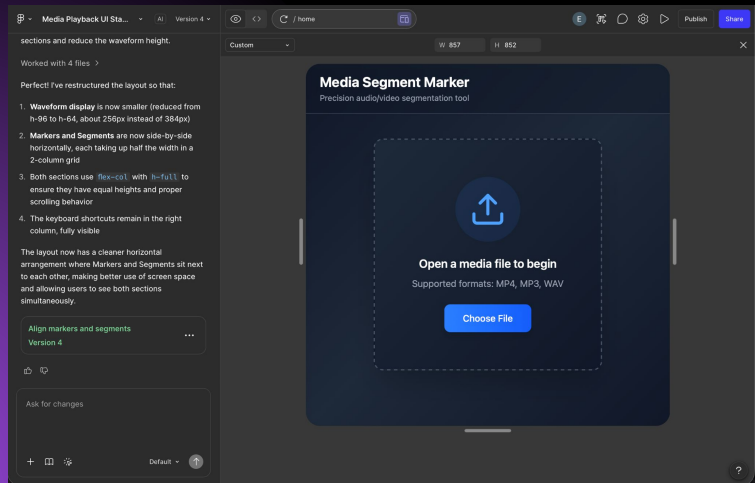
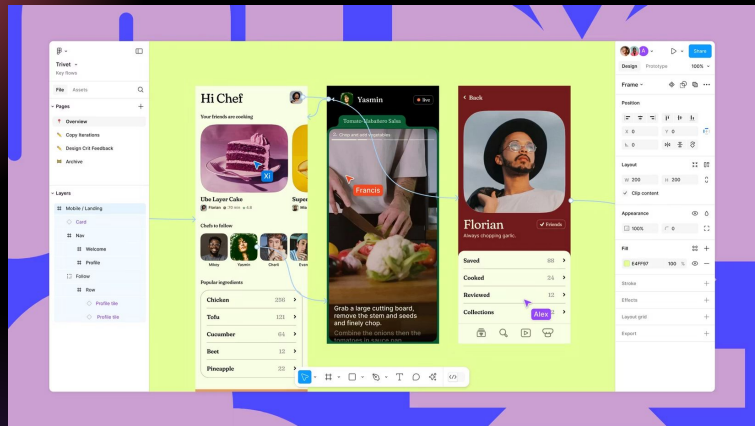
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AGENDA

- 01 WHAT IS FIGMA?
- 02 WHY USE FIGMA?
- 03 FIGMA MAKE
- 04 LIVE DEMO
- 05 HOW TO USE FIGMA AS A DEV
- 06 LIMITATIONS, ALTERNATIVES, BEST PRACTICES

WHAT IS FIGMA?

- Collaborative UI/UX design platform
- Design, prototype, comment, iterate, hand-off
- Shared source of truth for product design and behavior
- High precision translation to code (colors, spacing, layout, etc.)



WHAT CAN FIGMA DO?

DEV MODE

- Inspect layouts, measurements, components, and assets
- Exposes exact implementation details and structure
- Generate code (CSS, Swift, Compose) directly from Figma files

LIBRARIES

- Reuse components, styles and variables
- Keep UI consistent across projects and screens
- Update shared assets centrally

DESIGN CONTROL

- Precise spacing, size, typography, color & more
- Provides exact values for implementation
- Responsive arrangement/alignment with Auto Layout

PROTOTYPING

- Simulates real user flows by linking screens, interactions, transitions, and navigation paths
- Validate behavior and UX decisions before spending time implementing them in code
- Makes demos and testing more realistic

WHY USE FIGMA?

01

Reduce cost of changes

Figma lets teams refine layout, flow, and UX before those decisions are embedded in code. That reduces expensive rework later in development.

02

Shared source of truth

Figma gives product, design, and engineering one central reference for the current state of the interface. This reduces confusion caused by scattered screenshots, tickets, and outdated mockups.

03

Improve iteration speed

Teams can review, revise, and validate ideas much faster in Figma than after full implementation begins. This helps move from concept to a polished direction with less wasted engineering effort.

04

Separate design and engineering

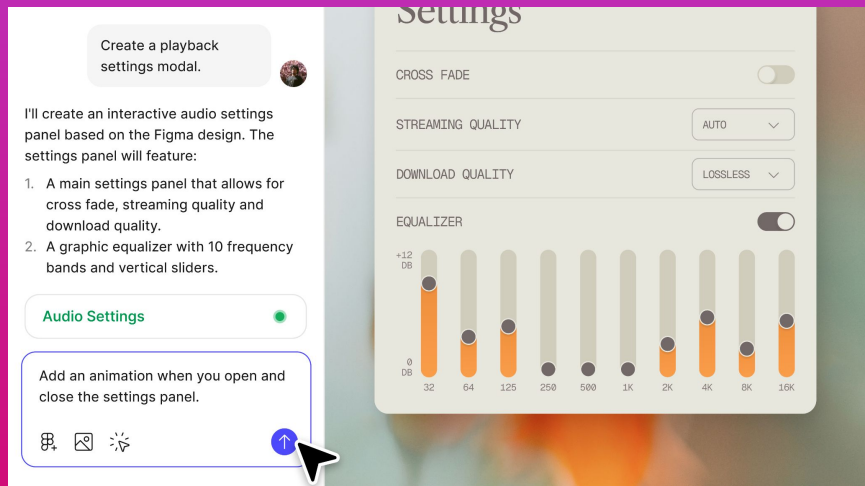
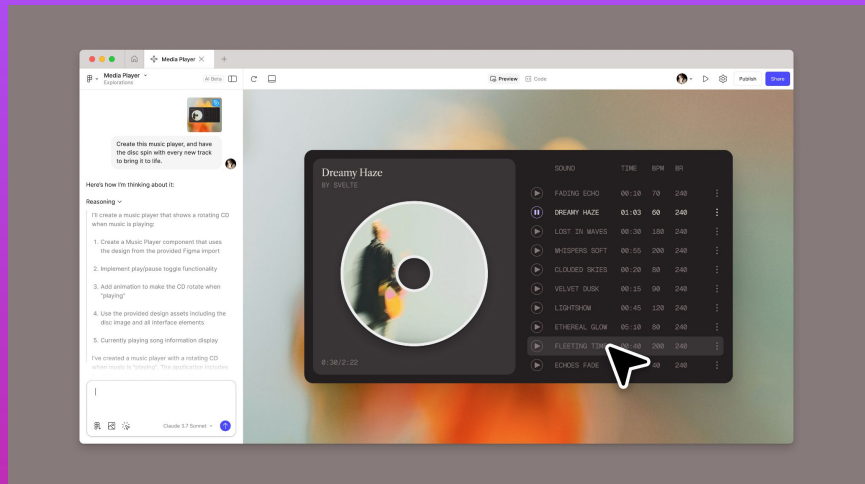
Figma gives teams a dedicated space to resolve visual structure and user experience decisions early. That lets developers focus more directly on architecture, logic, integration, and performance.

WHAT IS FIGMA MAKE?

Figma Make is Figma's AI-driven prompt-to-app tool.

- Generates functional UI from prompts, existing Figma designs, and attached project context
- Lets teams iterate conversationally, refine the output, and preview interactive behavior immediately.
- Bridges ideation and implementation by producing something closer to a working prototype than a static mockup.
- Prompt in → functional prototype out → iterative refinement loop.

Best used for ideation, prototyping, and early stage app validation/testing.



WHY USE FIGMA MAKE?

ACCELERATE PROTOTYPING

- Turn prompts into functional prototypes quickly
- Reduce manual setup for early UI drafts

FOCUS ON REQUIREMENTS

- Spend more time refining rather than assembling
- Validate flows and feature expectations faster

PROJECT CONTEXT

- Use real files and inputs to guide generation
- Produce output closer to the intended product
- Reduce generic or disconnected prototype results

DESIGN ROADMAP WITH FIGMA MAKE

Define the product

by drafting user stories, functional requirements, specs, etc.

Step 1

Prompt Figma Make with functional specifications and additional design choices

Step 2

Validate UI/UX prototype design and preliminary functionality

Step 3

Refine precise design properties using Dev Mode

Step 4

Align with engineering to inspect and clarify finalized designs

Step 5

Translate the design into the actual codebase

Step 6



HOW TO GET THE MOST OUT OF FIGMA MAKE

PREPARE

What documents, specifications and other foresight is required?

- Use structured requirements and specifications, not vague ideas
- Clear prompt format: Task, Context, Elements, Behavior, Constraints (TC-EBC)
- Mention any performance targets that should be reached during this step

BE SPECIFIC

How much detail is needed?

- Specify core screens, flows, and required behaviors
- Give enough detail to reduce guesswork, not enough to over-script everything
- Constrain necessary design choices, provide examples

USE THE RIGHT MODEL

Make offers three models... which one should you use?

- Use **Claude** with sharp instructions/context for structured follow through
- Use **Gemini** with tight, concise prompts for quick and consistent results
- Use **ChatGPT** with broader ideas for exploratory reframing and strong reasoning through iterations

FIGMA MAKE LIVE DEMO

Full demo specifications document [here](#)
Full demo instructions and prompts [here](#)

LIMITATIONS

Figma and Figma Make are strong workflow tools, but they are not substitutes for product design, engineering judgment, or production validation. The biggest risk is treating polished output as finished output.

- AI output can look convincing without handling edge cases
- Prototypes do not handle logic, data flow or production architecture
- Poor prompts and weak requirements can lead to shallow results

ALTERNATIVES

Figma is not the only option. Other tools remain relevant, but Figma is gaining ground because it combines collaboration, handoff, and newer developer-facing workflows in one ecosystem.

- Sketch
- Penpot
- Framer

DO's & DON'Ts

The best results come from using Figma and Make as structured parts of the development lifecycle, not as shortcuts around it. Strong inputs and disciplined review matter more than the tool alone.

- Do define requirements clearly before prompting
- Do iterate, validate and refine before implementation
- Don't treat generated output as production-ready code

THANK YOU

Any questions?

References: <https://www.figma.com/blog/designer-framework-for-better-ai-prompts/>
[Figma](#)