(when it comes to UI)

Built != done.
Done != good.

Earlier the filter sat inside the design process. Now we design and build so fast that it has to move to the end, where it gets even harder to cut.

// HOW I SCALE INTENT

```
notice what users need & say about their
environment
-> build your own taste from it
-> set your own standards
-> encode those standards into the machine
```

Systemise it in your harness (docs, templates, boundaries) so it tells AI how to behave. Then refuse to confuse done with good.

What runs in my harness

EPICS & STORIES	**impeccable** pbakaus/impeccable **emil kowalski's skills** emilkowalski/skills Almost always, and extensively. Mainly at the start of an epic, combined with grilling sessions while we map the larger plan.
SMALLER TASKS	**taste-skill** Leonxlnx/taste-skill
ALWAYS IN THE PROJECT	**web-design-guidelines** vercel-labs/agent-skills Very small and very general, so it just stays in the project.
SOURCE MATERIAL	**refero styles** styles.refero.design **awesome-design-md** voltagent/awesome-design-md Inspiration to feed the AI. Copying kills intent, so it stays reference.

Making AI a stronger creative partner

01	Improve your inputs. Tell it: this is what I believe in, this is what we care about, this is what good is.
02	Give it your source material and inspirations, then really stress the output.
03	Do the same with your team. Tell them how to use AI, what to build, what to design.
04	Protect the strange in your room. They are your creative assets.
05	Raise the ceiling, not just the floor.

> Be very intentional. It's your point of view, your system, your quality bar, your ambition.