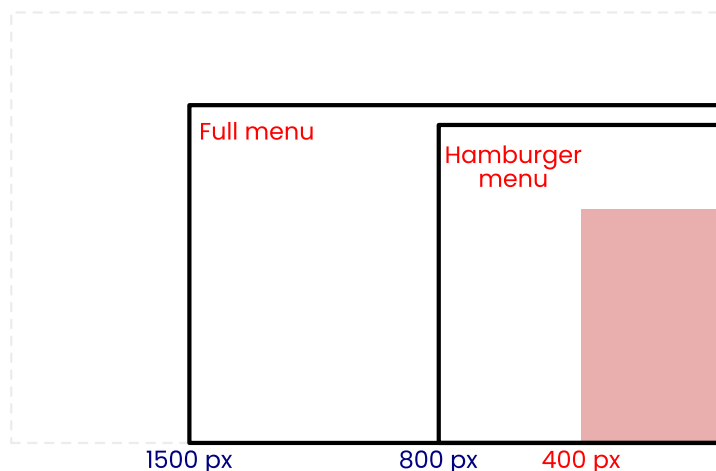


@media breakpoints

Choosing the width breakpoints, or hinge-points, can be difficult. This section is not to limit or determine what is to be used, but to assist and guide instead. I hope that by putting some numbers, with its reasoning, on paper, will help me make better decisions regarding all the @media rules used in the project. In the end, making the page and testing, is the only way to know what works, and what doesn't work. Sometimes higher fidelity mechanisms might be wanted in elements, requiring the use of more @media breakpoints.

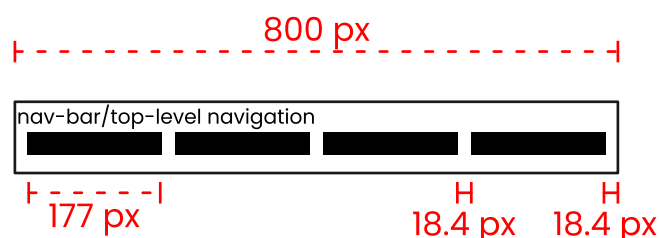
The main goal of this section is to say when the menu - if needed - has to move into a hamburger menu.



From an early draft in figma, it became apparent that the header should look something like this:



In Figma, these four navigation-buttons each took 177 px width. This means that we have about 20 px left-right margin on these at 800 px. The Figma-prototype did not use clamp for typography, so the end result will have more space for margins, as the text will be smaller in size.



Why not use 1200 px as max size, as written in the typography-section? The logic from this section stands, and 1200 px can be a hinge-point. I will add that the text should have reached its largest before we reach the @media break-point, so 1200 px is too small for this while 1500 px might be to large. Only testing and building will tell.

After 1500 px the page should not grow the content to size, there is no reason to try and take advantage of this much screen-width on a site for a museum. If we do try to take advantage of all the screen width this can cause information overload.

This site will not be tested (or made) for screens below 400 px in width. No sane person will use such a small screen size to look for any other information about the museum other than opening hours - which will appear at the top of the site. At the museum, the information should be easily available, and visitors should be encouraged to not use their phones.