

## Overall Direction:

The content structure should follow Mock-up A, but the visual aesthetic and tone should follow Mock-up B...aiming for a vintage, parchment-textured look that creates a sense of historical depth and classical thought?

### 1. General Structure & Content

Just use the Wikipedia page [https://en.wikipedia.org/wiki/David\\_Hume](https://en.wikipedia.org/wiki/David_Hume), specifically the "Writings" section. The site should be organized with the following structure:

1. Homepage: About David Hume
  - Brief introduction (use the summary from the Wikipedia)
  - Include key concepts under "Impressions and Ideas":
    - Simple and Complex
    - Principles of Association
2. Induction and Causation
3. Bundle Theory of Personal Identity (drawn from the 'Self' section)
4. Practical Reason
5. Ethics
6. Free Will, Determinism, and Responsibility
7. Religion
  - Religious Views
  - Design Argument
8. Problem of Miracles
9. Political Theory
10. Economic Thought

You should be able to locate all the sections in the Wikipedia page

### 2. Navigation Bar

- Should be a sticky top bar that remains visible while scrolling
- Use a hamburger menu (three-line icon) that expands vertically
- When expanded, it should present all page links clearly and neatly

### 3. Visual Aesthetic

- Follow the color palette from Mock-up B (warm, muted tones that feel vintage and scholarly)
  - Use a parchment texture background across all pages for that aged, archival feel.
- Please consider the general aesthetic of the last example from my creative brief document.

### 4. Typography & Layout

- Font: Use Adobe Aldine Variable or a similar humanist serif font that mimics the feel of classic book printing.
- Leading and Letter Spacing: Adjust to improve legibility. Right now it feels too

cramped...aim for a relaxed, open feel

- Margins: Please include proper page margins. The current layout has text running too close to the edges, which breaks the immersive, book-like experience we're going for