

# General Notes

## Mockup

You can check a mockup with all screen, behaviours and navigation example:

<https://marvelapp.com/1gh1e2a>

## Animations

All transformations, hovers etc should be smooth, tweened and with ease.

## Assets

All assets are svg, so they will be crisp and future-proof. You will need the to change the color of some of them (like the menu icons) using code.

## Minimum screen resolution

We are aiming for the minimum 1024px wide and the layout should always be full-browser and fit to bigger screens, as you can see here (1920px wide):

<https://marvelapp.com/1gh1e2a/screen/24120097>

# Layouts

## Landing Page

Apply a blending mode for the images original and hover state:

<https://css-tricks.com/basics-css-blend-modes/>

## Sidebar Menu

<https://marvelapp.com/1gh1e2a/screen/24120077>

On screen sizes smaller than 1280px wide, collapse the sidebar by default.

If a user chooses to have the sidebar collapsed or expand, preserve that option while navigating through the pages. Basically, save the last state of the sidebar and carry it on even if user moves to another page. This avoids frustrate users that always want to navigate with the sidebar collapsed, for example.

The expand and collapse bar is very thin to be easily tappable/clickable, so the actual “clickable” area needs to be 4x of it’s visual size.

The account button will be docked at the bottom left of the browser window.

### **Floating Labels**

This is the expected behaviour for all inputs, to make labels visible at all times:

<https://tympanus.net/Development/TextInputEffects/> (Hoshi Example)

<http://codepen.io/soulrider911/pen/ugnyl> (this also works with dropdowns)

### **Filters**

The ability to collapse and expand the filters will only be visible for screen sizes below 1280px wide. For higher screen sizes, just make the filters always visible.