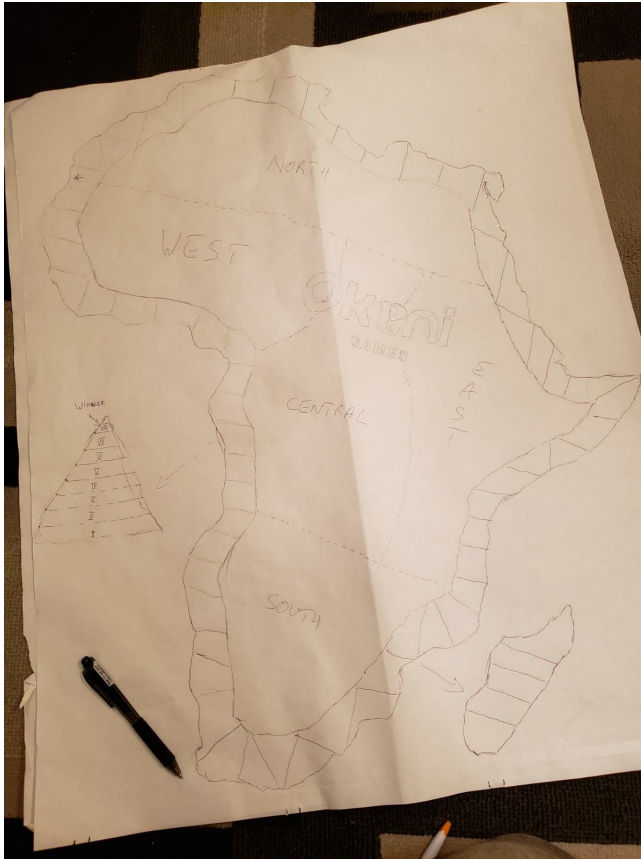


# Okani game

## I. Layout



1. The board design is 20"x20"
2. Make a surrounding frame all around the board. The frame must have an African design and include images of the people of Africa.
  - a. [central/west african mask](#)
  - b. [maghrebian woman](#)
  - c. [zulu warrior](#)
  - a. [masai woman](#)
3. Add a compass where it suits best
4. A pyramid on the left of the map. The pyramid has 9 levels and the top one should be large enough for a pawn to sit on it.
5. The surrounding color of the map should be an ocean blue and it will be nice to have some ocean details.

## II. African map

- Please, divide up the continent in 5 regions using the [United Nations Geoscheme for Africa](#)
- Use a light [dull color palette](#) for the regions, for example:
  - Central : green
  - West : light blue
  - East : orange
  - North : Yellow
  - South: purple
- Please, note, that I'm not set on the colors, if you find a better arrangement that goes better with the design and images you'll add, I'm good with it too.
- Keep the countries boundaries but they should not be very pronounced.
- display the sahara desert area on most of north africa like on the [this picture](#) (add camels, cactus, sand, etc.). Add also the rivers as shown in the picture, without the names. Drawing the sahara desert might be a challenge because it lays over two to four regions, I count on your artistic talent to do your best.
- For each region, add one landmark and one industry as described in the table below. The images should not be photos blended in the map like in your draft but individuals background-free cliparts and they should be well integrated like in [this map](#) (i like this color scheme too). I mentioned in parentheses the country to help identify where the images go.

région	landmark	industry	Track color
<b>central (9)</b>	rainforest (congo, DRC)	<a href="#">oil</a> -offshore rigs-(gabon)	48-52, 54-57
<b>west (16)</b>	<a href="#">African Renaissance Monument (senegal)</a>	<a href="#">textile</a> (mali)	59-63, 65-68, 2-5, 7-9

<b>east (18)</b>	<a href="#">victoria falls</a> (zambia), and the safari ( <a href="#">that kind of image</a> ) (tanzania, kenya)	<a href="#">agriculture</a> , see farmer in image (ethiopia)	18-20, 22-24, 26-28, 30-31, 33-39
<b>north (6)</b>	<a href="#">egyptian sphinx</a> (egypt)	<a href="#">oil</a> (libya)	10-12, 14-16
<b>south (5)</b>	<a href="#">table mountain</a> (south africa)	<a href="#">mining</a> (Botswana)	41-43, 46-47

### III. Race track

- The numbered race track should have matching colors with the regions. Meaning, the tracks numbered 48 to 52 and 54 to 57 match with the Central african region. The color of the tracks should be the same as that of the region but should be darker.
- The track segments that go with each region is indicated in the right column of the table above (Track colors).
- The following track boxes should be black : 1, 13, 25, 44, 53
- The following track boxes should have stripes : 6,17,21,29,32,40,45,58,64. The colors are the surrounding boxes color and whatever color is selected for the stripes. For example, the box numbered 6 is in the west african region, therefore, its color will be that of the other boxes of the west african region (dard blue) and striped with the color selected to stripe all of the boxes listed above. The stripe color is up to you: black, brown or whatever color you think works best.
- The shape of the boxes don't have to be like in the initial design (triangles and rectangular shapes). I'd rather have something uniform all along, and not have triangles.

### VI. Cards design

I'll need designs for the back of the playing cards. We don't know yet what the face will be like so we only focus on the back of the card. There are 3 types of cards:

1. The Country profile cards: The face side describe the profile of the country (don't worry about that face. The back show the name of the country and its design should have the color of the corresponding region. That means, we need 5 different colored card for the 5 regions. Keep the same design for our regions but just match the colors with region colors.
2. The Challenge cards: Those cards should be black (like the back boxes) and have a placeholder for a country flags. It would be cool if the design include something related to the pyramid.
3. The Enigma cards : those are the cards drawn when one lands on any stripe box. All cards in this category will have the same design and color scheme.