Designing the Board

Since the user vote was heavily in favour of the guitar shape on the board I chose that, but then I realised that since guitars varied so widely I would have to find out more information.

The most obvious and most important variant of guitars has to be shape.

The next is colour, which needs to be interesting and stylish, but suitable for the background to a board game.

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**Shape**

- Classic: The classic is the easiest to recognise but its more often associated with country or blues music than rock.
- Basic: This is the commonest type of electric guitar. Simple, smooth, but not particularly classy and lacking in any definitive attitude.
- Rock: A slight variation on the basic shape adds attitude and style to this guitar, but it's still quite simple.
- Jazz: Never seen it before? Not surprising. While this guitar is neither simple nor boring it also looks a lot like a lollipop. Incomprehensible and ugly, original is the only advantage.
- Metal: An exaggerated version of the rock guitar. It's red, its pungent, its stylish, original, and most of all conveys the right attitude about the game.
- All might be stylish and is definitely original, but this unbalanced and not a good shape for a board.

**Color**

- Metallic: Can be very thematic and visual, but too distracting for the background of a board.
- Red: A nice effect, but would require an additional colour, therefore difficult to keep within the theme and more expensive to print.
- Solid: A plain background would make play easier while also being easy to theme (red or black) and more economical to reproduce.

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**Final Design**

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