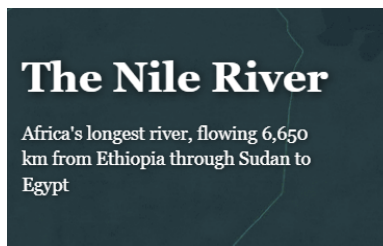# Feedback

Dated 11 December 2025

- When clicked, all the icons should appear circularly (For Ethiopia 10, For Sudan 09, and For Egypt 8)

- When the Ethiopia Icon is clicked, the 10 icons should appear circularly in an unpopulated way. Here, the Start icon shouldn't be there to prevent it from being shadowed. But it should be there when the Sudan and Egypt icons are clicked.

- The Map quality really needs to be upgraded. It is somehow pixellating, as you said. The elements in Ethiopia, Sudan, and Egypt should pose a good combination. Do a simple research on what to include on the map in these areas.

- Try to give the birds, the water, and the sound on the landing page some special motion effects. **I also like it if the Sun sets very slowly when scrolling down. Such a combination will create a magical LP and a well-catered reception for our online attendees.**

- The transparent effect that poses the background color is nice.

- The podcast and Webinar page should have some draft texts and poster photos.

- Use this text in place of the text on the left part of the map. You can also put a reduced size of the typography (will later be replaced by the animated one) text as a title with the text below.

   A digital water gallery featuring stories from the people inhabiting the Blue Nile River Basin in Ethiopia, Sudan, and Egypt.

- Update the frame of the map in a way that Ethiopia, Sudan, and Egypt are included with no merging with the screen or browser boundaries. And remove the white Nile line all.

- Avoid boundaries in the map in general, except for the region that shows Ethiopia, Sudan, and Egypt.

- The icon in Sudan should be exactly at the point where the Blue and White Nile meet in Sudan. The icon (of the pyramids) in Egypt should be exactly at the point where the Giza Pyramids are located in Egypt. Refer to the maps for this.

- Replace the Language Icon with Language abbreviations.

- Add a generic draft contact us page with sample terms of reference text.

- Remove all the moving birds, clouds, and fish on the map. I think it would be best to use either of the following effects to populate the map.

    - What if the entire map is underwater? See sample [here](#).

    - Or we may use a rain or [water drop effect](#) instead. See the sample [here.](#) Also, the first minutes of [this video](#) are for inspiration.

- The scroll-down icon should also be clickable.

- The map should also have a water sound.

- List any digital creative commons assets you use in the work. We will credit them in the Terms and Conditions section.

- Once you finalize the map and we decide that it's the final, Michael can proceed to animate the river line and Tana Lake.

- Confirm if the right icon is in the right place. The Dam icon for the Ethiopian Story shouldn't be in the first map experience (on the map we liked).