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(The above sections as well as other parenthesized and/or italicized sections are clickable in the digital version of this document)

1 Goal

The goal of this document is to explain a level detailing a track to be used in *Mario Kart Wii*. The race track is set in an environment inspired by the Chinese temples in the Wudang Mountains.

2 Inspiration & Research

Using a combination of various websites, I was able to grasp what the Wudang Mountains and the surrounding temples are like. (*See the References section for more information*)

2.1 Current/Previous *Mario Kart* Tracks

I used videos on YouTube as a quick reference for some of the tracks that immediately came to mind when first reading the task description. These were:

- “DK Mountain” from *Mario Kart Double Dash!!* (GameCube)
- “Coconut Mall” from *Mario Kart Wii* (Wii)
- “DK Summit” from *Mario Kart Wii* (Wii)

While DK Mountain and DK Summit are exclusively outdoor tracks, Coconut Mall features both indoor and outdoor areas.

Later, using one of the gameplay elements found in another track came to mind:

- “Toad's Factory” from *Mario Kart Wii* (Wii)

Lastly the tight layout of one last track came to mind:

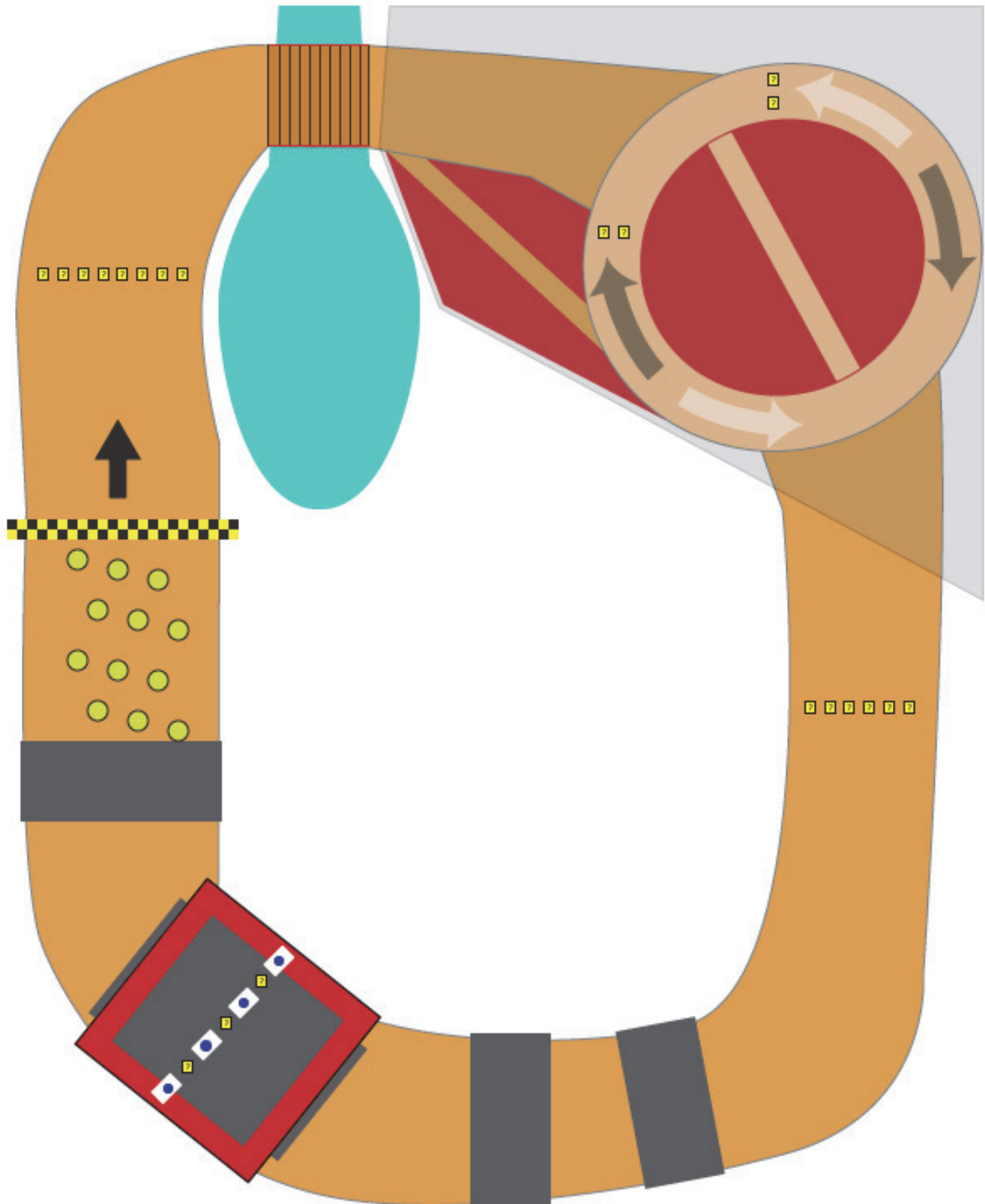
- “Delfino Square” from *Mario Kart DS* (DS)

3 General Track Information

Target Cup: Flower Cup (Wii-exclusive, non-retro tracks)

Target Player: Intermediate players

4 Track Layout



5 Points of Interest

Points of interest will uniquely identify a track as well as provide great dolly shot footage before a race starts.

5.1 Great Urn

The Great Urn is a giant, in-ground, rotating urn filled with lava inside the mountainside. The player can make his or her way through the non-rotating center path to gain the lead due to a shorter distance or take one of the side paths to gain an item to take out rival players.

A small pathway also leads into the mountainside as a shortcut, but not without danger.

5.2 Temple of Wii

The Temple of Wii is a temple on the track that players will be able to race through. It is a very small temple, but it contains a few of the player's Mii characters practicing yoga poses on their yoga mats (or Wii Balance Boards, see below) while potentially getting in the way of the player.

5.2.1 Variation based on *Wii Fit* Save File

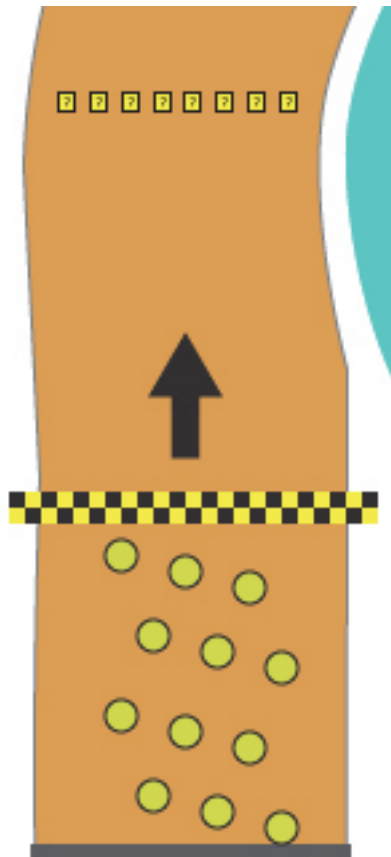
If development times allows, a check will be done on the Wii's system memory for a *Wii Fit* save file. If one is found, the yoga mats used in the Temple of Wii will be replaced with Wii Balance Boards. If we were designing this level in the present day, the check would be done for *Wii Fit* and *Wii Fit Plus* save files.

6 Detailed Track Explanation

6.1 Overall Placement

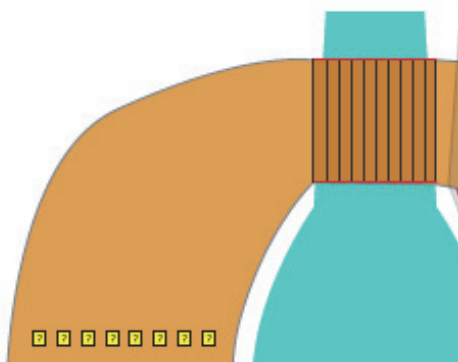
Due to the layout and overall difficulty level of the track, I believe if this track were to be used in *Mario Kart Wii* it should be placed at the end of the Flower Cup as a unique closer to the cup. As it's placed at the end of the Flower Cup, it represents a track that is made to train Intermediate players to become Advanced ones.

6.2 Section Breakdown



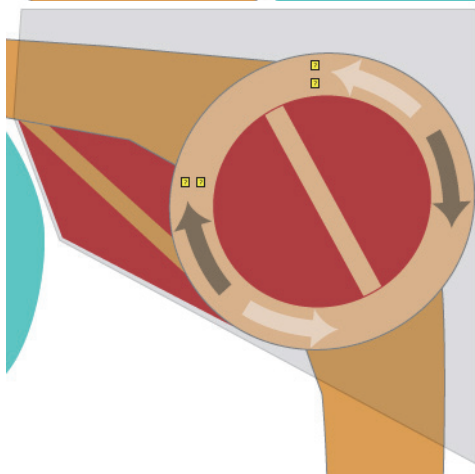
6.2.1 Starting/Finish Line & Items

This shows the directions the racers will face as well as a slight right turn after getting items. An archway is behind the players as a landmark so players know they are near the finish line.



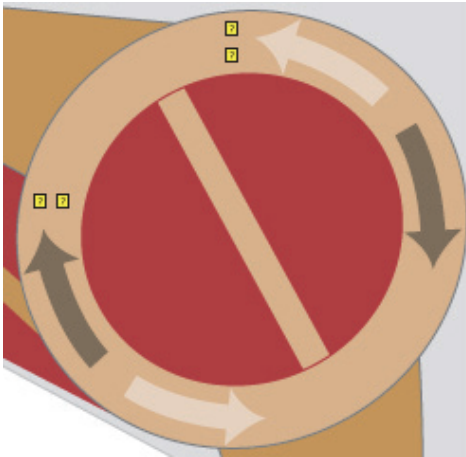
6.2.2 Items & Bridge

The players will turn right and cross over a small bridge. A well-timed shot from an item will allow a player to knock another off the bridge into the lake below.



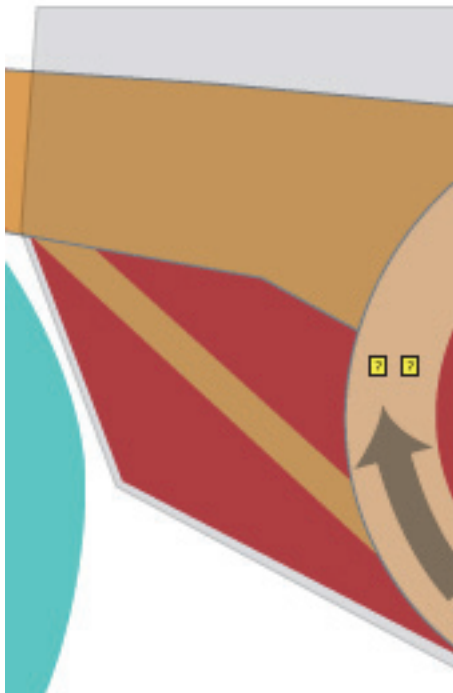
6.2.3 The Mountainside

After successfully crossing over the bridge players will enter the mountainside. Inside, they will be greeted by an opportunity for a shortcut and eventually the Great Urn housed within.



6.2.4 The Great Urn

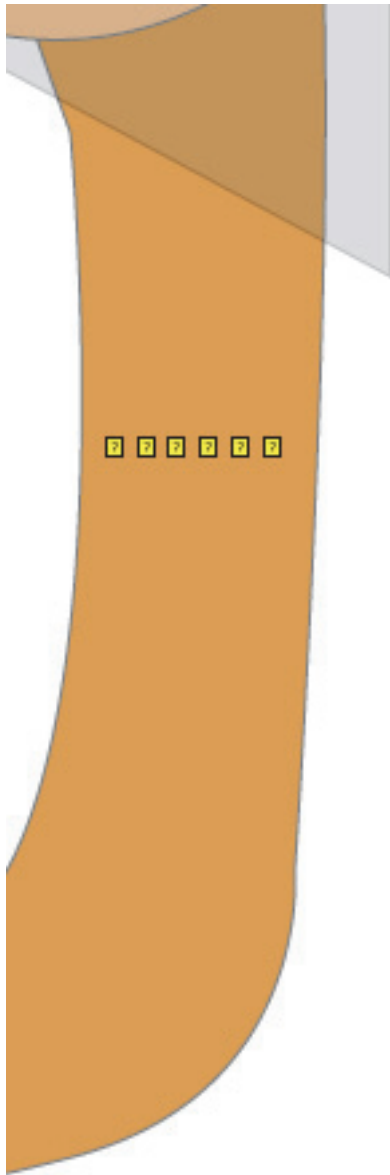
Players who face the Great Urn head on will have a choice to make: they can take either side and gain an item to slow down rivals, or they can take the more dangerous, non-rotating center path to gain time. The center pathway is wide enough to hold just one racer. At a set interval the Great Urn will reverse directions, making players watch where they're going.



6.2.5 The Shortcut

Since players will suddenly switch from a bright to a dark area, players may miss this shortcut. As with the Great Urn's center path, this pathway is flanked by lava. Players who take this path will gain time, but will not receive an item straight away. This pathway is also a racer's width making it dangerous. The turn into the shortcut is also very sharp and the entrance into the shortcut is narrow.

Lastly based on which way the Great Urn is rotating, the shortcut may actually send players backwards.



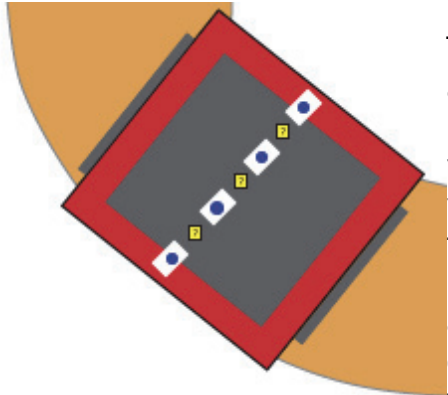
6.2.6 The Straightaway

Having come out the other side of the mountain, players will have an opportunity to use their newly acquired items (from the Great Urn or on The Straightaway) in a more open area. The area also allows for "draft" boosts.



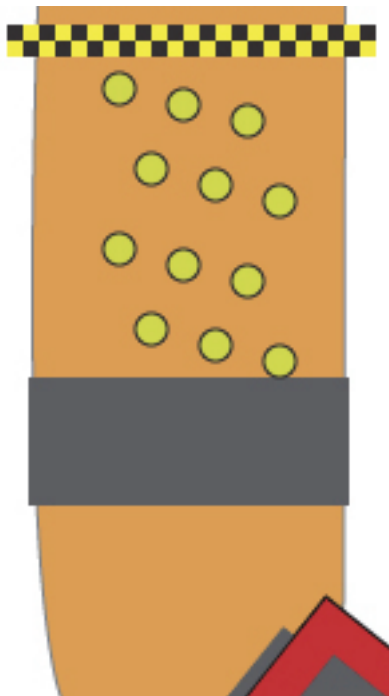
6.2.7 The Archways

Besides being a nice Point of Interest, the two archways signal to the player that they must be near the finish line and that the Temple of Wii is up next.



6.2.8 Temple of Wii

The Temple of Wii features a wide entrance and exit, allowing multiple racers through at a time. The focal point of this temple is the player's Miis standing on yoga mats (or Wii Balance Boards) doing random yoga poses. Based on how the Miis are positioned on the mats/boards, the player may crash into a Mii, or Miis that are adjacent to one another may be doing a pose that would restrict further movement in that direction and block access to an item. Players must think fast in this part of the track to find an opening that will lead them to the finish line.



6.2.9 Final Archway & Finish Line

The final archway allows players to do a final attack on their opponents, hopefully knocking them into the archway directly to significantly slow them down right before the finish line.

7 Visual Target





8 Player Reactions (Descriptors)

- "(Laughing) Hey, you (someone's Mii) hit me!"
- "Seeing my friend (in Mii form) made me smile."
- "I really felt like I was in China."
- "I just barely made it through the Great Urn's center path!"

9 Level-Specific Asset List

9.1 Art/Animation

- Archway
- Bridge
- Great Urn
- Lake
- Mii falling
- Mii wobbling
- Mii yoga poses
- Mountainside
- Temple of Wii
- Wii Balance Board

9.2 Sound

- Mii groaning
- Mii grunting
- Stone grinding
- Wind chimes
- Wii Balance Board noises

10 Other Considerations

- Ideally the spinning urn was to be a Chinese dragon carried by Miis (see: http://en.wikipedia.org/wiki/Dragon_dance) but it would be difficult to rotate the dragon during play and have it look natural.
 - It may have been more hilarious if the dragon itself was a giant, elongated Bowser. (or if we were designing this level to be released in the present day, Gobblegut from *Super Mario Galaxy 2*: <http://mario.wikia.com/wiki/Gobblegut>)
- Originally the Mii characters in the Temple of Wii were doing karate stances, (towards one another, barely touching) but I opted against it as the fighting stances and violent undertones seemed out of place for a Nintendo game.
 - I wasn't sure if the Temple of Wii could be replaced with the Temple of Form from *WarioWare: Smooth Moves* (http://www.mariowiki.com/File:Temple_of_Form.jpg) due to design differences (Chinese vs Japanese architectural design) so I left it under this section for further consideration.
- The Great Urn section can easily be turned into the mouth of a volcano.
- The Great Urn could be made more treacherous by adding Blarggs. (<http://www.mariowiki.com/Blargg>)
- The Great Urn can be stationary.

11 References

- General image search/information:
 - <http://www.google.com/images?q=Wudang+Mountains>
 - <http://www.flickr.com/search/?q=wudang>
 - <http://www.flickr.com/search/?q=wudang+mountains>
 - <http://www.flickr.com/search/?q=%22wudang+mountains%22>
 - http://en.wikipedia.org/wiki/Wudang_Mountains
- Videos of current/previous *Mario Kart* tracks:

- DK Mountain - <http://www.youtube.com/watch?v=cZtET4vu5Gc&hd=1>
- Coconut Mall - <http://www.youtube.com/watch?v=cwutC9OlgTY&hd=1>
- DK Summit - <http://www.youtube.com/watch?v=KhxS-D57-ZM&hd=1>
- Toad's Factory - <http://www.youtube.com/watch?v=yvQrgvxfFyo&hd=1>
- Delfino Square - <http://www.youtube.com/watch?v=kHr4ISTY5fI&hd=1>
- *Visual Target* images:
 - <http://www.wudangchina.com/images/pic/3.gif>
 - <http://www.flickr.com/photos/insidewudang/4302368052/sizes/m/>
 - <http://www.flickr.com/photos/insidewudang/4301617975/sizes/m/>
 - <http://www.yangshuochina.com/BestofChina/UploadPic/2008-6/200862417202581328.gif>
 - <http://www.flickr.com/photos/86217903@N00/3458830842/sizes/l/>
 - <http://www.flickr.com/photos/chiron2/1946702435/sizes/o/>
 - <http://www.flickr.com/photos/insidewudang/4302368266/sizes/m/>