Content Outline

Josh Elboom
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Project Title: (Beginner's?) Guide to Mario Kart Wii

Home Page
- Short bio on the game and course imagery to place user in the game world/environment

Gameplay
- Basic controls (w/ images of controllers)
- Emphasis on the first MarioKart (and possibly racing game?)

Characters
- Organized by weight class (same as in-game, might change method later)
    - Additional "hidden" stats like mini-turbo & offroad
    - Blurb on how each is unlocked
    - First Appearance

Unlockables
- The characters themselves (quick blurb to not be redundant w/ info mentioned in character section)
- Karts & Bikes
- Courses

Development
- Key team members
- Design Process / Visual Direction
- Incorporation of new motion controls

Reception
- Awards (in Japan, US, and international)
- Comparison to games before & after
- Impact on future MarioKarts and racing games in general