The prototype with assets was not nearly as successful as I hoped it would be. I was not able to find a good model for the character on the asset store, nor was I able to find a banana peel model. The prototype also only covers the first lap of the video because as I was working on the project I started to receive a repeating unity back end error related to the animation systems that prevented me from creating any new or changing any existing animations.Because of this there is many things that can be improved, such as a demonstration of either shell types using a lerp or force based movement for the green shell, and a spline/bezier curve to an opponent for the red shell. I also would have liked to add the other racers if the system had continued to work. Overall the animations that I was able to get working (player steering, banana movement, item boxes spinning) turned out well, but I wish I had been able to add more before it broke.