



Recipe Round-Up

By: Texas Flavor Wranglers

From: TxTPED at The University of Texas at Austin

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General

Attraction Type

Our attraction is a next-generation indoor dark ride, specifically designed to deliver a fast-paced, immersive, and culturally rich experience. We chose this attraction type because it gives us complete creative control over every aspect of the environment, starting with the lighting, projections, practical effects, and all the way to transitions. All of these are essential for showcasing the vibrant aesthetics, traditions, and energy of the countries featured in our story. The dark ride format also supports smooth scene changes and a dynamic, colorful atmosphere, which helps us create the sense of chaotic educational fun that defines the ride.

To push the boundaries of the traditional dark ride, we incorporated enhanced motion vehicle hydraulics, omnicoaster-style rotation, and a guided track system. These ride systems work together to make the experience feel active rather than passive. The motion base allows for realistic jolts, sways, and tilts, while the rotating platform ensures that riders always face the most important parts of the scene. The guided track system ensures safety and precise timing, even when the vehicle appears to move unpredictably, like sliding through a busy festival or making sudden turns through narrow streets.

We also included a small interactive tech panel in front of each rider row to gently enhance the storytelling without distracting from the visuals. This screen is where D.O.G., the riders' animated sidekick, gives short, lighthearted updates throughout the adventure, tracking the countries, chefs, and dishes encountered on the journey. It's a subtle way to keep riders engaged and connected to the mission while allowing the physical environment and ride motion to stay at the center of the experience.

This blend of motion, interactivity, and visual control makes the dark ride format the perfect foundation for our attraction. It allows us to fully immerse riders in a story that's not just entertaining, but also educational, as we celebrate global cuisine and culture through a fun, fast-moving adventure that feels both unpredictable and perfectly choreographed.

Attraction Synopsis

Our attraction is a fast-paced, immersive dark ride that takes guests on a global culinary adventure. Riders step into the role of an ambitious chef tasked with collecting signature dishes from renowned chefs around the world, all while having to make it back in time for a major event at their home restaurant. With the help of a teleportation device and a loyal sidekick named D.O.G., guests travel through vibrant and richly

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themed environments representing Japan, India, Mexico, and Italy. As the journey unfolds, the device begins to malfunction, adding unexpected twists and moments of chaos that challenge guests to adapt and explore.

The ride combines advanced technologies—including Enhanced Motion Vehicle hydraulics, Omnicaster-style rotation, and a guided track system—to create a multisensory experience full of motion, color, and excitement. Each vehicle features an interactive tech panel where D.O.G. offers brief updates on the journey and the dishes collected along the way, keeping the riders engaged without distracting from the action. The result is a high-energy, story-driven attraction that blends fun, culture, and innovation into one unforgettable ride.

Attraction Story and Appeal to Guests

Our attraction story is compelling as it demonstrates the inclusivity and uniqueness between various cultures, locations, and foods. This aspect allows guests to relate to our story and view themselves in a similar way that our chefs view each other, as family. The story is told in a particular way to include many different points of action, allowing the guests to consistently feel involved and thrilled. Each Chef was carefully created to ensure they all have a complex and meaningful story behind them that not only captures their culture but also establishes a connection with the guests.

On the other hand, a mission or goal is always something that draws guests in. With this in mind, our story was written to include the guest as an important character on a mission to retrieve dishes from several other chefs around the world for our head chef. In this mission, they were given a teleportation device to assist in their travels and help from the chef's number 1 assistant, D.O.G., who acts as narrator to the guests. All of this together sets up the guests on a task and ultimately compels them to go on this journey of discovery.

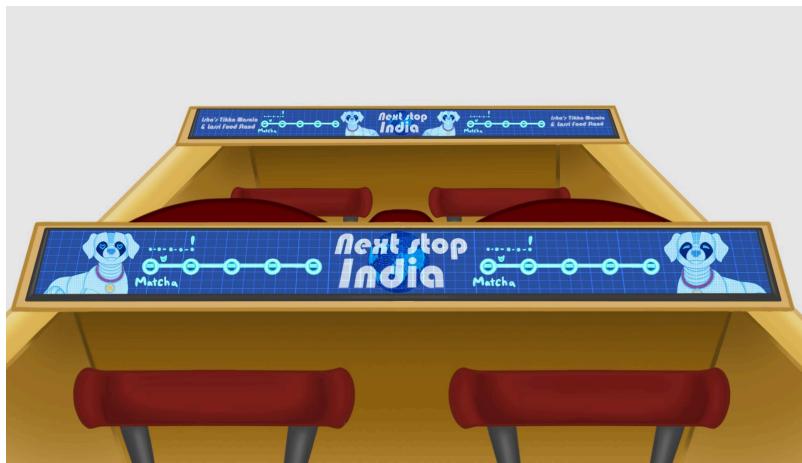
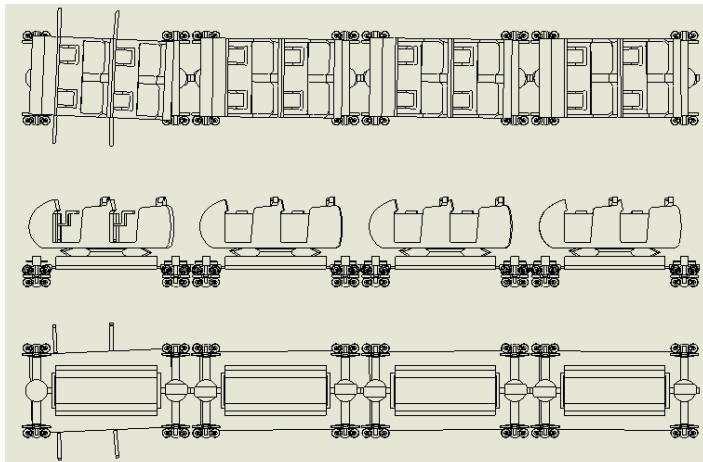
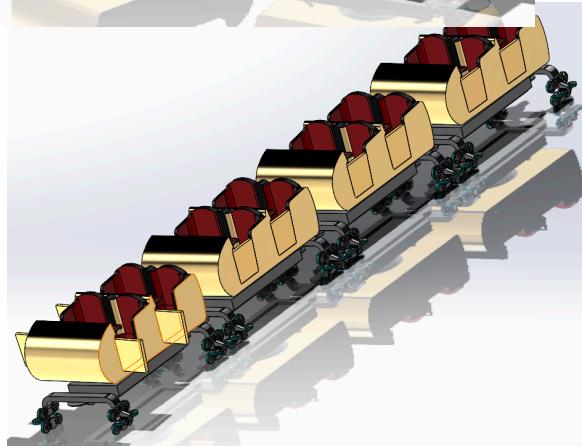
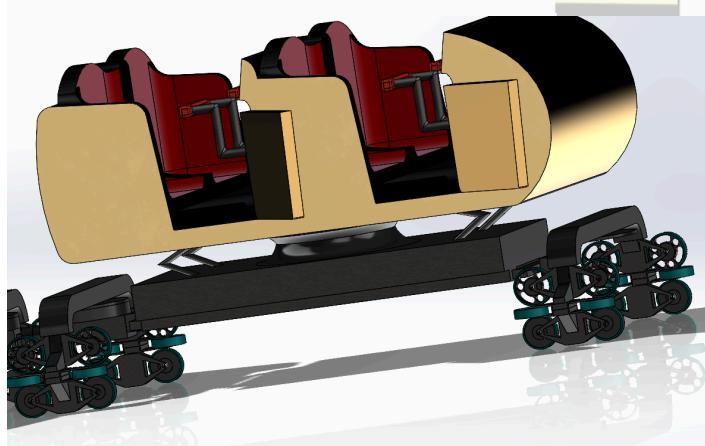
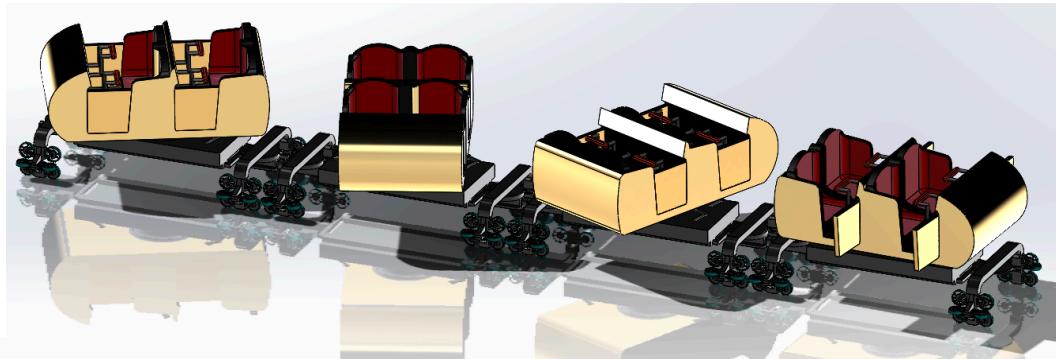
To further the experience, the ride is filled with interactions, events, and problems that create a sense of urgency, concern, and thrill, ensuring there is always something to see, feel, smell, or hear as they navigate the ride. A key aspect in ensuring guests feel compelled by the attraction is making sure they never have a dull moment. Our attraction jumps from a moment of peacefully enjoying the view of a country to experiencing a chaotic malfunction in teleportation. We wanted to have an attraction that can relate to as many guests as possible and create a never-before-seen experience.

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Overall, our story and attraction focus on creating a warm environment where guests can feel a connection to our characters and story while also navigating a ride that makes them feel fully immersed in their surroundings and position with our story.

Schematics and Models

Ride Vehicle



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Ride Restraint System

This ride features individual lap bars under Class 2 according to ASTM F2291 Guidelines. This class of restraints is characterized by the following:

- Restraint devices may be for each individual patron, or they may be collective devices for more than one patron. In this ride, each patron receives their own restraint device to allow for more comfort and safety.
- The final latching position may be fixed or variable in relation to the patron. In this ride, the final latching position is variable in relation to the patron.
- The patron or operator may latch the restraint.
- The patron or operator may unlatch the restraint.
- No external indication is required. In this ride, there is still an external indication via a visual/manual restraint check by the operator.
- Manually or automatically opened and closed. In this ride, the means of activation are automatically activated to ensure efficiency.
- Redundancy is not required.

Below is a graph from ASTM F2291 featuring gravitational accelerations in particular directions. Since our vehicle consists of a Class 2 restraint, the gravitational acceleration is within Area 2.

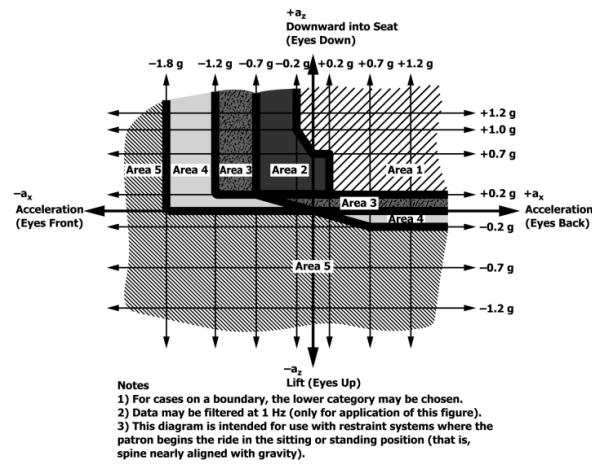


FIG. X1.1 Restraint Determination Diagram—Measured Accelerations Filtered to 1 Hz

To determine the gravitational acceleration within the x-axis, a collection of data, accumulated from a Simplistic NoLimits Model and Assumptions of the Ride, was used to calculate the theoretical G-forces experienced by the Patron. The approximate distance for each section of the ride was measured using the difference between specifically placed triggers within NoLimits. The maximum speed for each section was used to determine the G-Force for that specific section to take into account the maximum amount of forces potentially felt.

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The distance and maximum speed of each section were used to determine the approximate time it took to pass through that section. In addition, some sections contain complete stops where an interaction with the patron occurs. The general amount of time and adjustment of speed during these interactions was also accounted for. Additionally, other events, such as the diagonal drop or lift hill, were approximated with assumed values for their respective event to account for any G-forces felt during them.

The average speed over time was used to determine the acceleration for each section. Then, to solve for G-Force, each acceleration was divided by the acceleration due to gravity, 32.2 ft/s^2 . The following graph displays the relationship between G-forces and the time duration of the ride:



Notice that the largest magnitude of G-Force is around 0.5g, and when looking at the ASTM Restraint Determination Diagram, this value falls within Area 2 or between -0.2g and -0.7g, as 0.5g is a negative G-Force. Also, the ride does not feature any inversions, so the G-forces in the z-direction would remain positive. Due to the maximum magnitude falling within Area 2, the minimum required restraints for this ride are Class 2.

Vehicle Accessibility

Ride Access: Riders using a wheelchair or ECV should enter using the elevator inside the main queue. Proper signage will be present next to the main entrance to indicate that an accessible route or line is going around the main queue, leading straight to the

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elevator and up to the load-in dock. After the ride, an accessible route to an elevator will be available after the ride's load-out. The elevator will be located on the side of the gift shop's interior, and an accessible ramp down to the 1st floor is available if preferred or in the case of an emergency.

To accommodate any deaf guests or guests with hearing loss, Birket Engineering's Epson BT-350 augmented reality glasses will be available to provide captions of in-ride dialogue overlaid on the colorful visuals of the attraction

Warning: This ride may trigger motion sickness for some people. The ride vehicles rotate throughout the ride, and the inclusion of large projection screens may make this ride more prone to riders suffering from motion sickness than typical roller coasters.

Sensory Experience Guide: This attraction includes a variety of different artificially introduced odors, operational fumes, and fog for dramatic effect. The attraction features specialty lighting and various visual effects, as well as periods of minimal light and almost complete darkness. The ride itself does have some swift forward motions and bursts of speed, as well as bumpy, sudden movements related to the attraction's story. Loud noises, including but not limited to startling and surprising noises related to the attraction's story, are also present throughout the ride. Lastly, the attraction does include a surprise drop diagonally from one floor to another, as well as multiple individual coaster rotations related to the attraction's story.

Load-In/Load-Out: To make our attraction accessible for patrons in a wheelchair or ECV, the vehicle load-in and load-out require a patron transfer. The load and unload areas adjacent to the ride seats designed for transfer include a clear space minimum of 30 by 48 inches per ADA standards. The ride seats meant for transferring are within the acceptable range of 14 to 24 inches. To ensure a smooth transition onto the ride, the back vehicle of each cycle includes a door side that fully opens to allow the patron to transfer and slide into the seat. The patron's lap-bar restraint is then checked to ensure safety. The patron's respective wheelchair is transported to the unloading area. The unloading process occurs in the same way as the loading process. This system provides the most straightforward and efficient experience for the patron when transferring into the vehicle.

Layout and Site Plan

Section Descriptions

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Section Number	Section Title	Description
1	Ride Load-In	Passengers walk through the dining area of Ricky's Kitchen and enter the vehicle.
2	Kitchen Walkthrough	The vehicle travels into the kitchen, weaving through stations where chefs prepare dishes. The Pantry door opens, and the vehicle heads into the Transportation Portal.
2a	Head Chef Interaction	Talking Point 1: The Head Chef, Ricky talks to Passengers and explains their mission of traveling to distant countries to gather various cultural dishes.
3	Portal to Japan	The Vehicle Navigates through a portal where the Head Chef's assistant (D.O.G) makes an appearance and continues to narrate along the ride. The portal itself features various ingredients and images foreshadowing the upcoming location and other places traveled to get there.
4	Japan Alley & Cat Cafe	The vehicle arrives in an alley full of glowing signs and stores. The vehicle slowly navigates down and stops just outside the first location. The door opens and the Vehicle enters where there are various cat beds and seating. The vehicle turns and stops in front of the counter where the Japanese Chef, Ren, is. The vehicle then leaves and enters a newly formed Transportation Portal.
4a	Cat Cafe Exterior	Talking Point 2: D.O.G. explains the Cat Cafe location as passengers admire the outside and see some cats in the windows.
4b	Japan Chef: Matcha & Wagashi	Talking Point 3: Chef Ren welcomes the passengers and serves his famous [Matcha & Wagashi] - a quick animation is displayed on the vehicle screen showing that the food is now stored.
5	Portal to India	The vehicle experiences some turbulence and movement as if something with the Vehicle's transportation properties is going wrong.
6	India Market	The vehicle arrives at an Indian Market (further than expected) and must navigate the streets to arrive at the Indian Chef's, Isha's, Market. This scene experiences some thrill as the vehicle quickly shifts/turns as it navigates around. The vehicle then heads into another Transportation Portal.

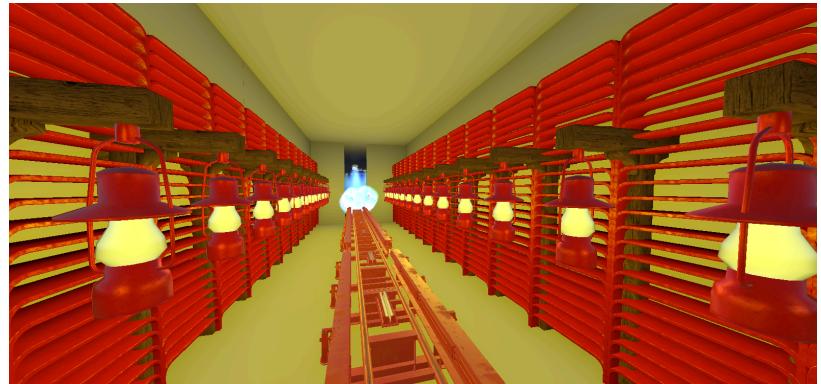
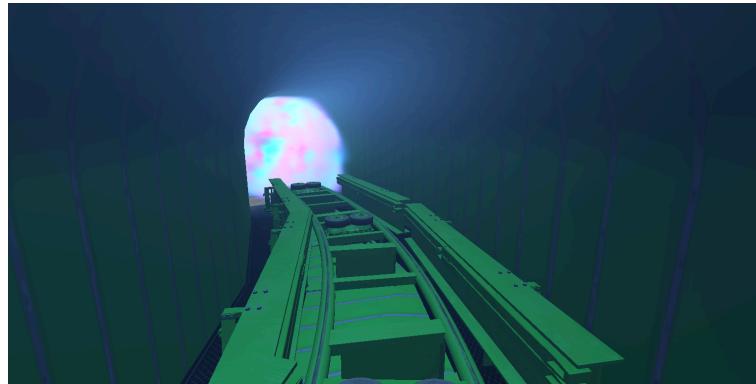
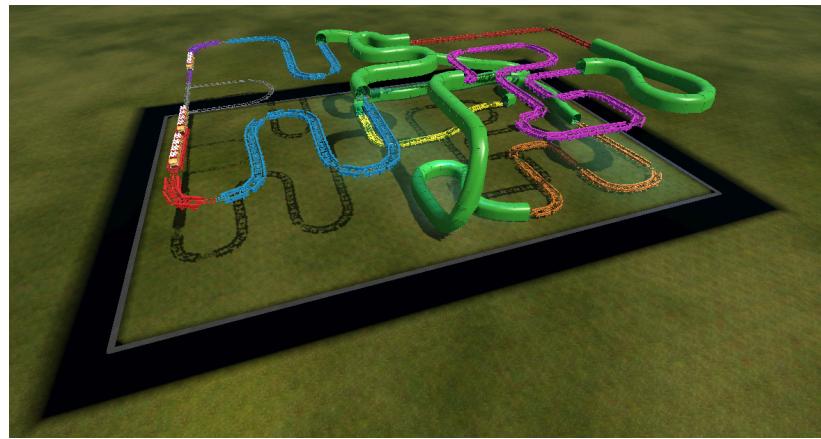
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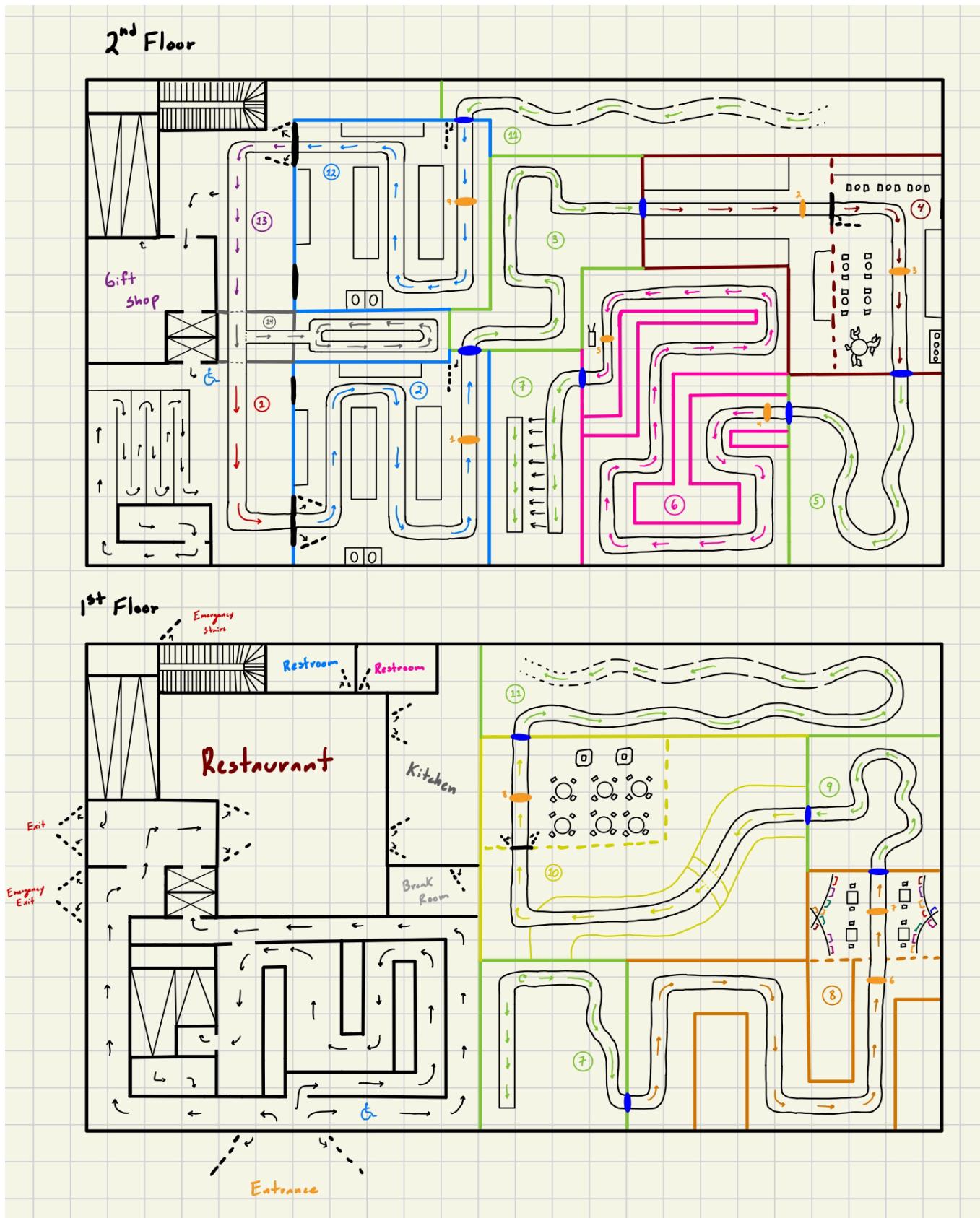
6a	Market Mislocation	Talking Point 4: D.O.G. talks about the new location and how they are not where they are supposed to be.
6b	India Chef: Tikka Masala & Lassi	Talking Point 5: Passengers meet up with Chef Isha, and she gives them her famous [Chicken Tikka Masala and Lassi].
7	Portal to Mexico	The vehicle turns a corner and then abruptly stops for a moment, where the D.O.G. says something must be wrong. The vehicle then drops diagonally to the lower level and travels backward some before individual vehicles spin to face the opposite direction.
8	Mexico Parade	The vehicle arrives in Mexico in the middle of a parade. The vehicle navigates through the parade as dancers perform and children celebrate. The vehicle enters and stops next to a table. The vehicle then leaves through the Transportation Portal.
8a	Vehicle Fixing	Talking Point 6: The vehicle stops as the Parade continues in a different direction. D.O.G. talks with Mexican Chef, Celia, mentioning the problem with transportation. The chef gets her son to work on it while the Vehicle enters the restaurant.
8b	Mexico Chef: Mole & Horchata/Aqua Fresca	Talking Point 7: Chef Celia presents famous [Mole and Horchata/Aqua Frescas], meanwhile her son is working and fixing problems with Vehicle transportation.
9	Portal to Italy	The vehicle navigates smoothly through the portal and arrives at a new location.
10	Italy Canal & Dining	The vehicle arrives in the middle of a Canal and travels under a bridge before arriving outside the Italian Restaurant. The doors open, and the vehicle enters. The vehicle leaves the restaurant through a portal.
10a	Italy Chef: Tiramisu & Wine	Talking Point 8: Passengers meet with the Italian Chef, Antonio, and receive his famous [Tiramisu and Wine]. Which is the last meal.
11	Portal to the USA	This transportation portal starts with an explanation of where they traveled and then slowly speeds up as the vehicle rides upwards back to the kitchen.
12	Kitchen Return	The vehicle arrives back at the kitchen and stops in front of Head Chef Ricky. The vehicle then

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		navigates through the kitchen again, passing by chefs waving, and finally exits through the door.
12a	Head Chef Interaction	Talking Point 9: The Head Chef, Ricky, thanks passengers for their travels.
13	Ride Load-Out	Passengers arrive within the dining area and exit the vehicle.
14	Vehicle Bay	Vehicles traveling back to load-in or to maintenance, if needed.

3D Concepts of Site Plan



Master Site Plan

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Section Title	Approximate Distance (ft)	Section Title	Approximate Distance (ft)
Load-In	90.81364829	Mexico Parade	337.5984252
Kitchen	291.1417323	Portal to Italy	164.6653543
Portal to Japan	250.8858268	Italy Canal & Dining	210.3674541
Japan Alley & Cat Cafe	202.4278215	Final Portal	477.1325459
Portal to India	235.5643045	Kitchen Return	245.8661417
India Market	547.7690289	Load-Out	105.7742782
Portal to Mexico	242.355643	Total Distance:	3402.362205

The relative distance of each section was determined using the difference between triggers placed within the General NoLimits model. While the total distance is stated as 3402.36 ft, these distances did not take into account the distance of the diagonal drop or any other particular events/changes that would increase or decrease the amount of distance slightly. This being said, the attraction lies in 2 separate stories and fits inside a 380.5 ft x 262.5 ft building, which totals 99,881.25 sq. ft. of area.

Emergency Evacuation Considerations

Our attraction is designed with multiple emergency evacuation measures, including two ramps for continuous accessibility between floors, two elevators with accessible routes, and a set of stairs per floor to provide guests with alternative routes or exits in the case of a fire emergency. Clearly marked evacuation platforms and pathways provide safe holding areas, while illuminated signage guides guests to exits. Fire safety systems, including extinguishers, smoke detectors, and sprinklers, are strategically placed. Staff are trained in emergency procedures, ensuring smooth guest assistance, including support for individuals with mobility impairments. Audio/visual alerts and regular drills enhance preparedness, prioritizing guest safety at all times.

Technical Integration

Innovative Technology

For this ride vehicle,, we are combining three advanced ride technologies to create a next-generation ride vehicle that offers both thrilling motion and deep storytelling. The foundation of the system is the Enhanced Motion Vehicle (EMV), which uses a hydraulic

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base to simulate physical forces like bouncing, tilting, and sudden impacts. This gives the sensation of unpredictable terrain or dynamic action, making riders feel like the vehicle is reacting to the environment in real-time.

Layered onto that is the Omnicoaster technology, which allows the vehicle to rotate 360 degrees on a programmable axis while still moving along a roller coaster track. This means we can control precisely where riders are looking at any given moment, helping to direct their attention to key story moments, visual effects, or animatronic elements. It adds a cinematic quality to the experience, turning the ride vehicle into a storytelling tool.

To keep everything precise and repeatable, we're also incorporating a Guided Track or Rail System. Rather than allowing the vehicle to slide freely, it moves along a hidden rail or groove that controls its path. This ensures consistent timing, safety, and synchronization with the show elements. It's especially useful for complex scenes where multiple effects need to line up perfectly.

One moment in our ride will take full advantage of this combined system. In this scene, the vehicles are linked like a train and appear to lose control, sliding sideways down a slope. The guided rail keeps the vehicles moving in sync and at a controlled speed, while the EMV system adds jolts and tilts to make the motion feel chaotic. At the same time, the Omnicoaster rotation turns the vehicles to face a dramatic reveal, like an erupting cavern or an ancient guardian awakening that is pulling riders deeper into the story while maintaining complete control over the experience.

Operational Feasibility

Attraction Capacity

As mentioned under the Ride Restraint section, theoretical data were used to determine the relative distance and speed within each section of the ride. These values were used to determine each segment's approximate time which can be totaled up to get a potential total ride time of 5 minutes and 9 seconds. In addition, this ride is expected to have 4 vehicles for each cycle, each containing 4 seats, which totals to a maximum of 16 patrons per dispatch. To take into account potential delays or holdups, three different theoretical launch rates were used to determine the patrons per hour rate.

Launch Rate (secs)	Patrons Per Dispatch	Hourly Dispatch	Patrons per Hour
30	16	$3600 / 30 = 120$	$120 * 16 = 1,920$

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35	16	$3600 / 35 = 102$	$102 * 16 = 1,632$
40	16	$3600 / 40 = 90$	$90 * 16 = 1,440$

Given the calculations, the average capacity of the ride, given it takes 35 seconds to launch, is 1,632 Patrons per Hour. We understand that the different Patrons per Hour are strictly maximum efficiency, and under realistic circumstances, the value would be less than or equal to the calculated value. Therefore, the throughput would be closer to the launch rate of 40 seconds, allowing for 1,440 Patrons per Hour. The throughput would take into account the loading and ride duration. The unloading would not have much effect since patrons unload in a separate location as they load, which decreases any delays that could occur in that process.

Additionally, the variable launch rates were used to determine the approximate number of vehicles that can be used within the ride. Since the ride works in blocks, multiple vehicles can be working in the same cycle with a slight delay between each launch. To determine the maximum number of vehicles possible, the total duration of the ride was divided by each assumed launch rate, 30, 35, and 40 seconds. This resulted in the 30-second launch rate having a maximum of 11 vehicles, the 35-second launch rate having a maximum of 9 vehicles, and the 40-second launch rate having a maximum of 7 vehicles. Given this, around 10-11 vehicles would be the optimal condition, so there is at least one additional vehicle in storage if necessary, and the ride contains enough vehicles to run at an efficient pace.

Environmental Impact

Our project incorporates advanced technologies that create an immersive experience, but this comes with many environmental considerations. Many of these considerations include energy consumption, material use, waste production, water usage, emissions, and noise pollution. To minimize these effects, we implement several mitigation strategies.

Energy Consumption: The Omnicoaster and EMV hydraulic systems require substantial energy to operate, as they enable precise vehicle movement, rotation, and responsiveness. To reduce energy consumption, we will use high-efficiency motors, regenerative braking where possible, and programmable ride controls that optimize power usage. The overall attraction will also utilize LED lighting, advanced HVAC management, and, where feasible, renewable energy sources like solar power to offset electricity demands.

Material Sustainability: Material sustainability is another key consideration. The ride vehicles, track systems, and themed environments will be constructed with durable, eco-friendly, and recycled materials where possible to reduce resource consumption. Sustainable building practices will be followed to minimize construction waste, and a recycling program will be in place to responsibly handle discarded materials from both construction and daily operations.

Waste Management: Waste management will play an essential role in reducing the environmental impact. A structured waste reduction plan will include recycling stations, composting for organic materials, and efforts to reduce single-use plastics in maintenance and guest areas. Additionally, sustainable disposal methods will be used for any hazardous or electrical waste generated by ride operations.

Water Conservation: Water conservation is another priority, especially for any water-based effects or hydraulic systems. The EMV hydraulic technology relies on hydraulic fluid, and we will implement systems to recycle and properly dispose of used fluids to prevent environmental contamination. A closed-loop filtration and recirculation system will minimize water usage while maintaining quality. Low-flow plumbing fixtures and potential rainwater collection systems will further contribute to conservation efforts.

Emissions: Emissions from ride operations, maintenance, and transportation of materials can contribute to air pollution and carbon output. To address this, we will use low-emission transportation options when possible, source materials locally to reduce shipping-related carbon emissions, and maintain ride vehicles with energy-efficient hydraulic and motor systems to minimize unnecessary power consumption.

Noise Pollution: Noise pollution is a concern due to the movement of the Omnicaster and the mechanical components of the EMV hydraulic system. To mitigate excessive noise, we will incorporate soundproofing materials, enclose noisy components when possible, and design the ride layout to contain sound within the attraction. Additionally, operational scheduling and volume control systems will help limit noise exposure during sensitive hours.

By implementing these strategies, we aim to balance cutting-edge ride technology with environmental responsibility, ensuring our dark ride remains an exciting yet sustainable experience.

Maintenance and Upkeep

Safety Inspections: Every day before the park opens, maintenance crews ensure everything is in operating order before opening the ride. This includes a track walk to check for any issues or signs of fatigue in the rails, cross ties, and spines. Once all of this has been completed, an empty run of the ride will be completed to ensure the ride is safe and functioning correctly. In addition to these daily inspections, there will also be weekly detailed examinations and monthly comprehensive reviews of safety mechanisms. An annual safety audit with external agencies will also be done to receive unbiased feedback on the park's adherence to safety standards. If a safety issue arises, the ride will be promptly shut down, and depending on the nature of the concern, the area will be cordoned off until all issues have been addressed.

Staff and Guest Communication: All park staff will undergo thorough training in safety procedures and emergency responses. Additionally, the staff is trained on weather emergency procedures to ensure a coordinated and efficient response. Staff should be well-prepared to protect guests and themselves in the case of any emergency. The staff of the ride and park will keep guests informed about potential weather issues and safety instructions through announcements, signage, and digital platforms. The staff will undergo routine drills and first aid training; these drills and refreshers help reinforce the knowledge and skills needed for effective emergency response. Staff should at all times have access to clear communication channels to be in contact with park operations in the event of any emergency that occurs either within the park or on the ride.

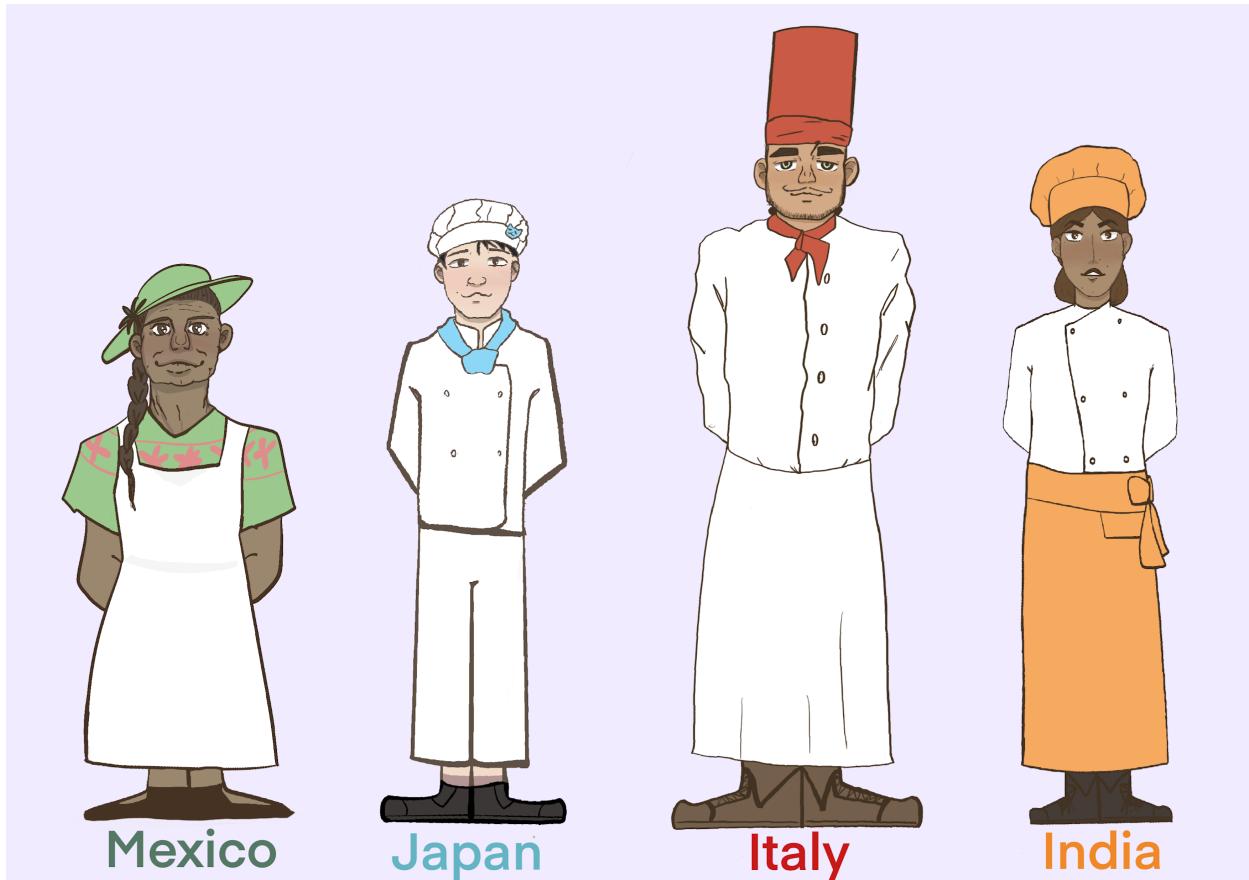
Concept Drawings



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Attraction Story

Attraction Overview

Guests enter the attraction as a chef for a prestigious restaurant. The restaurant is about to hold a big event, so Ricky, the head chef, asks you to retrieve a few ingredients from different countries for the dishes because the delivery was messed up. The head chef asks you to bring along his trusted, traveling companion, D.O.G., because they know the specific chefs you need to visit and where to find them in the event of an emergency. However, the guests' transportation device starts to malfunction as you move from country to country searching for the ingredients you need, so it's up to D.O.G. and the guests to find all the ingredients they need and make their way back to the head chef before the big event starts!

Attraction Plot

Guests enter the attraction through the big fancy doors of Ricky's Kitchen. Guests walk past the restaurant's different menus, history, and awards as they go through the beginning of the queue. Then, guests are placed right in the middle of the restaurant's elegant, high-end dining hall before they reach the vehicles that will take them throughout the attraction. As soon as guests are loaded into their respective transportation vehicles, the ride commences, and guests enter the restaurant's tall, white kitchen doors. Inside the kitchen, guests move along the sides of the cooking stations where the restaurant's chefs prepare food before opening. Guests then come face-to-face with the head chef, Ricky, who explains the mission guests must embark on during the ride. Ricky urges the guests to retrieve 4 missing ingredients that he needs to be able to finish preparing the meals for the restaurant's upcoming event. Soon after the chef's instructions, guests are sent into a portal through the kitchen's pantry in order to retrieve the missing ingredients. While in the portal, Ricky's assistant, Deliverer of Goods, or D.O.G., appears, reiterating the mission given to guests by Ricky. Additionally, D.O.G. explains how the vehicle's advanced capabilities will take guests around the world to retrieve the ingredients. As guests progress through the portal, different foods, ingredients, and landmarks from around the world flash all around them, foreshadowing the locations and chaos that guests will encounter later in the ride.

Once the vehicle makes it past the portal, guests are placed in the middle of a vibrant, welcoming alley full of neon lights, promotional signs, and city sounds. D.O.G. guides the guests down the alley, offering his own commentary and admiration for the beautiful Japanese environment they've landed in until they reach the front of the Cozy Cat Café, where guests can see a myriad of cats lounging inside from the restaurant's front windows. The café's doors open, revealing the comfortable seating inside and the

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multitude of cats all around. Guests are taken up to a counter in the back of the café's seating area to greet Ren, the café's owner and head chef. Ren welcomes the guests to his café and promptly serves his signature matcha and wagashi. D.O.G. explains to the chef that they've come to retrieve the chef's special matcha powder and wagashi recipe and artistry, leading Ren to hand the guests what they came for (the vehicle's virtual dashboard shows guests that the items have been stored inside). The vehicle and D.O.G. then lead guests into a newly formed portal to take them to their next location. As guests move through the portal, though, they experience some slight turbulence, indicating that something is wrong with the vehicle.

After moving through the entirety of the portal, guests are placed right next to a busy street in India, on the other side of where they need to go. D.O.G. explains what ingredients guests need to get at this new location right before the vehicle springs guests forward into the incoming traffic. The vehicle starts dodging cars, motorcycles, buses, and all sorts of different vehicles in order to get to the other side of the road. Finally, guests reach Isha's famous food stand, where she greets guests with her renowned chicken tikka masala and mango lassi. Isha explains why her stand is so popular with the city and how she makes her tasty, authentic food. Then, she presents guests with the garam masala spice blend that she uses in her chicken tikka masala and sends the guests off on their journey. A new portal opens and guests are guided into it by their vehicles. Shortly after moving into the portal, the vehicles suddenly come to a stop, and D.O.G. appears in front of the guests, explaining that something is very wrong with the vehicles! The coaster then drops diagonally to the lower level of the attraction while the individual vehicles spin around in the opposite direction, leading guests into the next location.

After moving through the previous portal, guests find themselves in the middle of the Guelaguetza Festival in Mexico. D.O.G. distractedly and nervously guides guests through the parade to find the restaurant they need to reach. After brushing past the vibrant crowds of dancers and people celebrating, guests finally reach the owner and legendary chef of the town's staple restaurant, Celia. D.O.G. quickly explains to Celia that they were late because of the vehicle's multiple issues. Celia kindly tells the guests not to worry, after which she asks her son to go down the side of the restaurant to gather the parts needed to fix the vehicle. Guests then enter Celia's restaurant, where the music and energy are high. Eventually, guests reach a table where Celia and her sous chefs present guests with the restaurant's signature mole and horchata. While Celia's son fixes the vehicle inside the restaurant, Celia explains how she makes her signature mole, hands guests her specific assortment of chiles that she uses to make her mole, and then

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sends the guests on their way. The vehicle smoothly moves guests through a newly formed portal as they make their way to the final destination.

After moving through the portal, guests are placed right behind a horde of gondolas rowing along a pristine, narrow canal in Italy. Guests move under a breathtaking bridge and arrive in front of Antonio's Antipasti and Pizza. As the guests reach a special table at the back of the restaurant, Antonio, the founder and head chef of the city's most loved pizza restaurant, welcomes guests with open arms to Italy and the restaurant. He proudly presents guests with a hearty portion of tiramisu and gives guests his favorite cocoa powder, mascarpone cheese, and his special tiramisu recipe. Now having all the missing ingredients that Ricky needed to complete his meal for the special event, guests make their way back home through a newly-formed portal inside Antonio's restaurant. As guests move up the portal, D.O.G. explains why they needed to travel so far across the world to retrieve the special ingredients that the guests obtained. D.O.G. describes how all four chefs that the guests met throughout the ride were crucial to making Ricky's meal special, not only for the curated selection of food they use in their dishes, but for the love and passion that they put into making their food to bring joy to their guests.

At last, guests are brought back to where they started and are welcomed back by Ricky in his kitchen. Ricky apologizes to the guests for the trouble they went through on their journey, but thanks them in the end for retrieving the ingredients he needed to finish his special meal. Guests see the chefs inside the kitchen masterfully finish cooking and preparing food for the special event. As guests start moving toward the end of the ride, Ricky explains that the special event was to commemorate the chefs he has met on his own journey to becoming a chef. Most importantly, Ricky explains that the reason why he wanted this event to be perfect was to commemorate the person who has most supported him through his journey as a chef and gave him his passion for food: his mom. Guests see a heartwarming scene of Ricky and his mom, along with the other chefs they encountered while on the ride, right before being taken back into the restaurant's dining room, where the load-off dock is located.

Attraction Characters

❖ Ricky

- Owner and Head Chef of Ricky's Kitchen
- Grew up eating his mom's homemade food, giving him his passion for cooking and creating dishes that evoke joy
- Studied Mechatronics in college, hoping to create robots that would boost the food industry, creating D.O.G. in the process

- Traveled the world to learn culinary skills and dish-making from different chefs across the globe after reflecting and finding his true calling

- Opened his restaurant with the help of D.O.G. and quickly became an American chef sensation

❖ **Deliverer of Goods (Most commonly referred to as D.O.G.)**

- Longtime, loyal companion of Ricky's since creation
- Has traveled the world and has helped several chefs go from zero to hero
- Helped Ricky build the highly advanced vehicle that guests get on in the ride
- Won the National Dog Show two times in a row in his free time and has since then gone to host the show occasionally.

❖ **Ren**

- Born and raised in Japan by his grandparents
- Lived in a small, tight-knit community that hosted each other for meals, sharing their culture and favorite foods
- Grew up around three sisters and five Japanese Bobtail cats, all of which inspired him to open up a cat café to pay tribute to his childhood
- Met Ricky by accident, because Ricky rescued a runaway cat fleeing from the Cozy Cat Café, and Ricky was hypnotized inside by the flavorful aroma coming out of the café

❖ **Isha**

- Born and raised in the northeastern region of India
- Grew up with one twin sister, both of whom were spoiled by their dad
- Loved sharing fruit desserts and lassi as a kid with her family
- Helped run her mother's food stand in her spare time after school, grabbing the hearts of people passing by as she yelled her heart out, promoting the stand
- Opened up a new and improved food stand in honor of her aging mother and father, instantly gaining a loyal clientele base

❖ **Celia**

- Born and raised in the central region of Mexico
- Celia and her husband have been heavily involved with the town events ever since they started dating, gaining Celia recognition amongst the townspeople
- Celia became the mother of three equally active and cheerful children and eventually became a grandmother of five grandchildren
- Helped open a restaurant with her husband, eventually taking over the business and bringing traction to it through her cheerful spirit and persuasive family, earning her the name "town abuela".

❖ **Antonio**

- Born and raised an only child by his father in the seaside region of Italy
- His father, a fisherman, earned the town's trust because of his record fish catches and beyond-tasty pastas
- Learned to prepare fish and other seafood from his dad and eventually learned to cook different pasta dishes (despite being told to focus on his studies instead)
- After barely finishing secondary school, Antonio went on to work different jobs around the town until he saved enough money to open up his restaurant
- With the help of his father and his passion and dedication to his craft, Antonio's Antipasti and Pizza became a town favorite

Attraction Elements

Our attraction uses innovative technology and many different elements to tell our story. Each of our big country scenes is created using high-depth screens for the background and an array of colorful animatronic characters and set dressing to bring the foreground to life. Each of these breathtaking show scenes will include state-of-the-art animatronics that allow our characters to move in a more seamless motion. In addition to the dressing of our scenes, the Omnicaster technology incorporated into the ride vehicles allows us to be able to turn the guests in the directions we choose to allow for an even more in-depth experience that will leave guests in awe. In between each of our show scenes, we will have a more rollercoaster-type attraction. This type of movement between each of the show scenes will continue to grow the guests' immersion because the feeling of their cart moving through these more rollercoaster sections will mimic the way their transportation device is moving. Each section will be more and more chaotic to showcase the transportation device malfunctioning until it is fixed in Mexico.

Attraction Soundscaping

For the music featured inside the ride, we wanted to have a consistent jazz-like melody that would be played throughout the majority of the ride. However, the music would change tempo, instruments, and intensity as guests entered different countries and sections inside. For the queue, we wanted to further evoke the feeling of stepping inside an elegant and refined environment, as supported by the dark, romantic ambiance of the restaurant featured in the queue. We felt that a slow, smooth jazz, like in *Gorgeous and Guilty* by Henry Mancini, would relay this feeling. Once guests enter the restaurant's kitchen, the music's tempo increases in pace while still keeping the elegance that the restaurant's music had, like in *Olvidado* by Father John Misty and *Old Man River* by Lelio Lutazzi. Since the transportation portals are guided by D.O.G., we figured that the music

inside here would feature music similar to the one inside Ricky's Kitchen, with a higher tempo and some electronic beats and synths added in. For Japan, a song like *La Priere D'une Vierge* by Chihiro Yamanaka represents the type of speed and variations we wanted for the outside of the Cozy Cat Café in the alley. On the other hand, a contrast is made to the lights and excitement of the outside world for when guests enter the cafe; A song like *Waltz for Zizi* by SEATBELTS encapsulates the peaceful and laid-back ambiance created by the quaint café and surrounding cats that we want to create for this scene. In India, the tempo and intensity is ramped up as guests dodge vehicles and take in the congested environment, like in *Time Check* by Buddy Rich Big Band and *The Fly* by The Matrix. Similarly, the tempo is still high in Mexico, but more instruments and party-like variations are added in to help guests feel like they're a part of the festival they see in these scenes; Songs like *Zebrano* by Andrew Neu and *Samba Temperado 2019* by You & Explosion Band feature the high tempo and variations we want for these scenes in Mexico. Lastly, we want guests to feel a sense of relief in Italy after having their transportation vehicle and reaching their final destination; Songs like *Aspetto ancora un giorno* by Piero Piccioni and *Ornella* by Armando Trovajoli encapsulate the serenity and smoothness we want guests to feel while they're in Italy. Of course, all of these scenes would also feature other sounds in addition to the music that would add to the story, like miscellaneous car sounds in India, kitchenware clashing at Ricky's, and water flowing in Italy.

Click on this [link](#) to see the playlist with the songs referenced in this section.

Guest Immersion

Integration with Other Projects

With our attraction, we can integrate our story into merchandising and restaurants. For merchandising, we could create plush/toy versions of all of our various chefs and their respective animals. The packaging would also include a little paragraph about who this chef is and where they are from to continue to tie in the educational aspect of our attraction. Other pieces of merchandise would include the chef hats and aprons of all of our chefs. This can be easily integrated with having this gift shop towards the exit of our attraction so that guests can browse the shop after they have ridden the ride. Our attraction can also be very easily integrated with a restaurant. For a restaurant, we could create the main restaurant that we have in the queue of the attraction, where all the specials that are served are what we traveled to get on the actual ride. This will allow guests to try the food that they just learned about.

Educational Integration

Our attraction integrates educational factors seamlessly alongside our storytelling. In our attraction story, we travel across the globe to four countries to retrieve food for our chef's grand meal. With this, we are showcasing four vastly different cultures that allow guests to learn more about these different cultures alongside some of their most well-known dishes. Throughout our queue, we also have different recipes and photos from all over the world to continue promoting education about the various cultures in the world. Our attraction teaches guests about cultures by immersing them in the world with bright characters and compelling storytelling. We believe that with this, it will lead to a more significant impact on our guests than just explaining cultural differences.

Works Cited

- [ASTM F2291-24 Guidelines](#)
- [Omnicoaster Technology](#)
- [ADA Amusement Ride Standards](#)
- [ADA Guide on Accessible Routes](#)
- [Birket Engineering's inThrall Closed Captioning Technology](#)
- [Six Flags Over Texas Safety and Accessibility Guide](#)
- [Cosmic Rewind Accessibility \(Wheelchair Transfer\)](#)
- [Protecting Human Health and the Environment](#)
- [Sustainability of Amusement Parks](#)
- [Indiana Jones Hydraulic Technology](#)
- [Amusement Park Safety](#)