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| Genre: | Platformer, Indie |
| Release: | January 2018 |
| Developers: | Matt Thorson, Noel Berry |
| Analysis by: | Agata Tselesh, Pietro Peduzzi, Kathleen Bohren |

Game description

Celeste is a indie developed platformer. The story talks about Madeline a young girl that has decided she wants to climb the mount Celeste. Little she knows the mountain hide some secrets and obstacles that will change her forever. The player will proceed in the game by climbing and jumping from platform to platform. The world is divided in rooms, if the player dies he will be respawned at the start of the room he was in. All skills and movements are already given to the player at the start, the challenge stays then in using them in new ways to surpass more and more difficult obstacles.

Sound description

Celeste is a game that relies heavily on the anxiety and other emotions of the main character and this is mainly represented by the music that surrounds the gameplay. We then have the sound effects and the environmental sounds that then help the gameplay and immersion in the game world. The game is divided by chapters and so is the soundtrack, for each chapter there is one or more soundtrack that will guide the player though the gameplay.

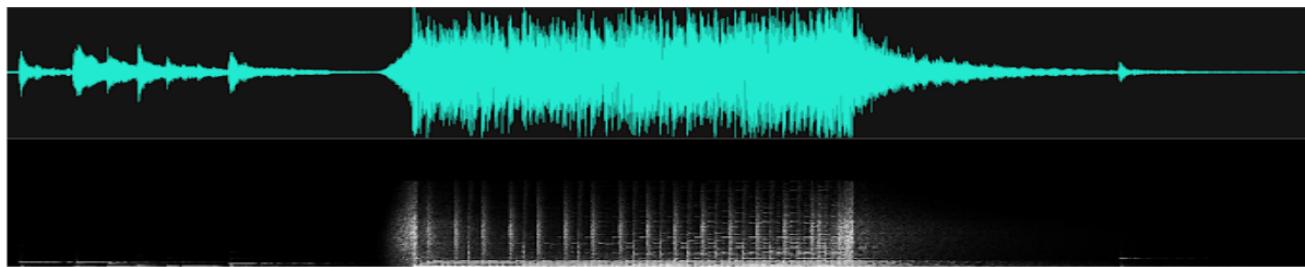
Soundtrack

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| Prologue | Prologue celeste0.1_prologue.mp3 |
| 1. Forsaken City | First Steps celeste1.1_firststeps.mp3 |

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| 2. Old Site | Resurrection celeste2.1_resurrection.mp3 Awake celeste2.2_awake.mp3 |
| 3. Celestial Resort | Checking In celeste3.1_checking_in.mp3 Spirit Of Hospitality celeste3.2_spirit_of_hospitality.mp3 Scattered And Lost celeste3.3_scattered_and_lost.mp3 |
| 4. Golden Ridge | Golden celeste4.1_golden.mp3 Anxiety celeste4.2_anxiety.mp3 |
| 5. Mirror Temple | Quiet And Falling celeste5.1_quietandfalling.mp3 In The Mirror celeste5.2_inthemirror.mp3 |
| 6. Reflection | Madeline And Theo celeste6.1_madelineandtheo.mp3 Starjump celeste6.2_starjump.mp3 Reflection celeste6.3_reflection.mp3 Confronting Myself celeste6.4_confrontingmyself.mp3 Little Goth celeste6.5_littlegoth.mp3 |
| 7. The Summit | Reach For The Summit celeste7.1_reachforthesummit.mp3 |
| 8. Core | Exhale celeste8.1_exhale.mp3 |
| 9. Farewell | Heart Of The Mountain celeste9.1_heartofthemountain.mp3 |

Music Loop Changing

Some soundtracks are composed by different loops that variates between themselves on depending on what is happening during the chapter.



Starting Loop

Loop Change (action scene)

Loop fades out

Final note only
after the player
press the dash
button

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