



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

Playthrough no commentary: <https://www.youtube.com/watch?v=Z2tqSQNjxZQ>

## 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.

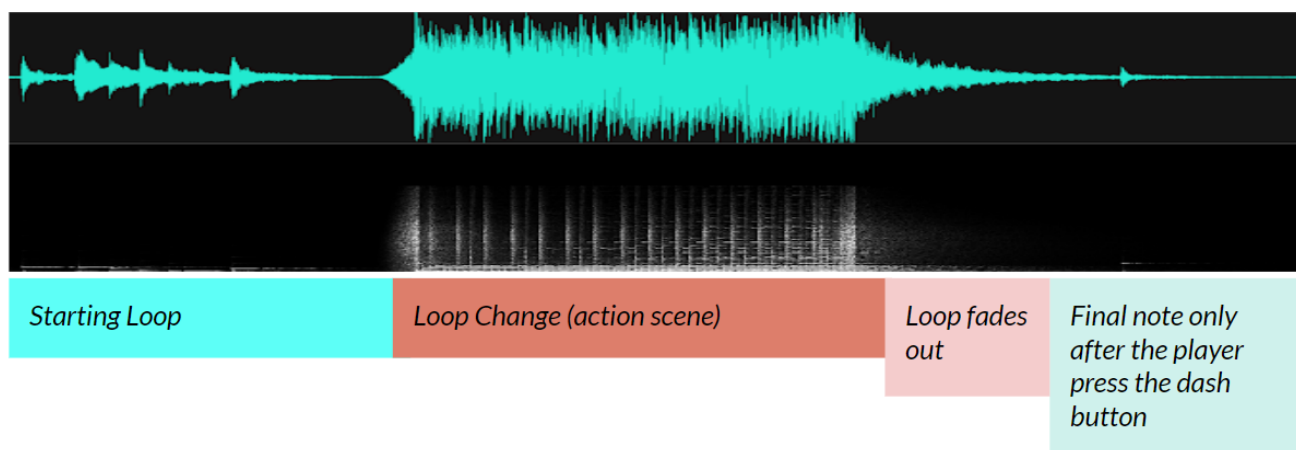
## Soundtrack

Prologue	Prologue <a href="#">celeste0.1_prologue.mp3</a>
1. Forsaken City	First Steps <a href="#">celeste1.1_firststeps.mp3</a>

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

## Music Loop Changing

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



## Chapter 2: Old Site, Resurrection Loops Analysis

Chapter beginning	<a href="#">resurrection_loop1.mp3</a>	The music is calm introduces the player to the new environment.
Deeper in the chapter	<a href="#">resurrection_loop2.mp3</a>	The music become more present, but remains calm.
After the mirror	<a href="#">resurrection_loop3.mp3</a>	After a scene where a dark figure appears in the mirror the music becomes a bit distorted with a synth accent.
Just before the encounter		Just before the encounter with the figure the music fades out, this increase suspense and anticipate the following. The player knows that something is going to happen.
Dialogue	<a href="#">resurrection_loop4.mp3</a>	The music reappears but remains calm, more distorted, gives a feeling of danger and unknown.
Chaise	<a href="#">resurrection_loop5.mp3</a>	Here the music changes paste (highest bpm), it becomes faster and distorted.
End of the chapter	<a href="#">resurrection_loop6.mp3</a>	The music fades out leaving only a long distorted sound, the danger seems not imminent but still present. The final notes enfatises the drama of Madeline getting eaten by a monster and leaves only silence.

<https://www.youtube.com/watch?v=AeMv8Z0Tl0s&t=429s>

<https://www.youtube.com/watch?v=O2eVTgzCjCU>

## Character movement and feedback

Movement	Sound	Sound Variations
Walk	<a href="#">celeste_soundwalking.mp3</a>	<a href="#">celeste_soundwalkingsnowandwood.mp3</a> <a href="#">celeste_soundwalkingstones.mp3</a>
Jump	<a href="#">celeste_soundjump.mp3</a>	<a href="#">celeste_soundgroundjump.mp3</a> <a href="#">celeste_soundwalltowalljump.mp3</a>
Dash	<a href="#">celeste_sounddash.mp3</a>	<a href="#">celeste_sounddashingbubble.mp3</a>
Climb	<a href="#">celeste_climbing.mp3</a>	<a href="#">celeste_soundclimbing.mp3</a> <a href="#">celeste_soundclimbingmetal.mp3</a>
Death	<a href="#">celeste_sounddeath.mp3</a>	

Respawn	<a href="#">celeste_soundrespawn.mp3</a>	The respawn sound is the death sound played in reverse and faster.
---------	--	--

<https://www.youtube.com/watch?v=HV0yJ2cae9Q>

## Ambient sounds examples

Wind	<a href="#">celeste_soundwind.mp3</a>
Fire	<a href="#">celeste_soundfire.mp3</a>

Ambient sounds are barely noticeable and is possible to hear them practically only when the music stops or is really low. This helps the player feel the silence when the music fades out and the lack of it emphasizes the sounds that surround the player and his actions. The feeling that is created is really of silence even without complete silence.

## Interactable objects sounds examples

Moving Dash Platform	<a href="#">celeste_soundbasicwallmoving.mp3</a>
Gear Platform	<a href="#">celeste_soundcarrello.mp3</a>
Jump Pad	<a href="#">celeste_soundmolla.mp3</a>

All objects that are intractable or moving makes really different and distinguishable sounds. The sound often plays only when the object moves or comes in contact with the player.

## Collectibles

Touching the collectible	<a href="#">celeste_soundcollectibletouch1.mp3</a>
Touching a second collectible before collecting the first one	<a href="#">celeste_soundcollectibletouch2.mp3</a> The sound is the same as the first one but the pitch higher.
Collecting	<a href="#">celeste_soundcollectingfruit.mp3</a>

[https://www.youtube.com/watch?v=IMZ\\_jXrxQoI](https://www.youtube.com/watch?v=IMZ_jXrxQoI)

## Level completion

[celeste\\_soundchallengecompletion.mp3](#)

## Related to communication

In this game dialogues doesn't have a real voice with words, the dialogue is showed in a bubble that appears over the screen. However each character have a different sound when speaking, difference made by differing pitches.

\*examples:\*

Madeline	<a href="#">celeste_sounddialoguemadeline.mp3</a>
Old Woman	<a href="#">celeste_sounddialogueoldwoman.mp3</a>
Theo	<a href="#">celeste_sounddialoguetheo.mp3</a>

<https://www.youtube.com/watch?v=JlXqmjYF4F4&t=54s>

From:

<https://wiki.zhdk.ch/gamesoundopedia/> - **game sound dokumentation**

Permanent link:

<https://wiki.zhdk.ch/gamesoundopedia/doku.php?id=celeste&rev=1591285333>

Last update: **2020/06/04 17:42**

