

# Celeste

Analysis by Guilherme Oliveira



Each one of the 7 chapters introduces new obstacles and hazards. Always giving you space to learn and explore the new additions.



## Introduction

Celeste is a platformer game with a simple premise: Help Madeline climb the Celeste Mountain.

It was made originally by Matt Thorson and Noel Berry for PICO-8. It was then expanded and joined by Brazilian artists from Studio MiniBoss and composer Lena Raine.

## Gameplay

Celeste features three core mechanics: jump, dash and climb.

Although relying on classical game mechanics, it offers a great deal of complexity and fresh interactions through the Level Design.

Platformers are one of the common pitfalls for Indie Developers, but Celeste gets the *feel* right, achieved by standing on the shoulders of Towerfall, developers' previous game which features some similar interactions.

## Story and Soundtrack

Celeste is way more than what it seems at first glance. It does a great job portraying depression and anxiety in a way only the video game media can do through its story, soundtrack and gameplay.

## Final Thoughts

Celeste is indeed an unique game and a good demonstration of what this media can achieve.