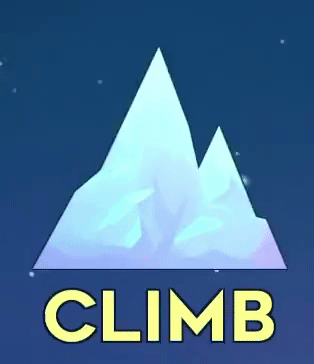
Celeste is a game praised for its player controller. Madeline’s movement is fluid, and the main menu attempts to replicate that feel. One very important thing to note is that although Celeste’s gameplay is fluid and smooth, it also maintains responsibility and the animations never feel like they’re lagging behind. There are many elements in the menu that kept this behavior and I thoroughly enjoyed analyzing these in the menu.



The first interesting animation was the selection of the CLIMB menu. It looks very bouncy, smooth, and snappy all the same time. I analyzed this frame-by-frame and documented my findings in the complex animation timing chart I created. I was surprised to see such a jump in the very first frame, but you don’t notice it at all because of the follow through animation as it jiggles back and forth and settles into an equilibrium.



The rest of the selectable menus also use bounce (or punch, as it’s sometimes called), which I found as a very smart way to make smooth but responsive animations to indicate to the player what menu item they chose. Another interesting discovery is that each of these menus use a different bounce, whether that be vertical or horizontal. This increases variety and makes the navigation a lot less boring but also maintains a familiar feel, which is something that I myself have somewhat struggled with when designing UIs.