

Claudia Rubio
Final Project: Celestina

1. The game *Celestina* is going to be a platformer game where the player will have to avoid obstacles and pass through the level to climb to top of the mountain. Some of these challenges are going to be similar to other platformer games like avoiding spikes, moving fire balls, timing movements until the player reaches the end of the level which will be marked by a flag.
2. The victory is to complete all three levels and climb to the top of the mountain. The player is going to have infinite tries and a death counter and timer but will have to restart the level every time they die, similar to the “Celeste” game itself. There might also be hidden strawberries included to incentivize getting to hard areas. These will be the only collectible item.
3. As for interaction, the player will first need to interact with the screen with the mouse to get the game started but the gameplay will be using the keyboard: Left and right keys for horizontal movement and the space bar for jumping. The player can only jump when they are on the ground.
4. The general structure is the following: one tutorial level introducing the mechanics of the basic movements and the objects the character interacts with, and 3 levels each with a different design/arrangement of obstacles. There are many classes that will be for the character and the objects on the screen. Each of these classes are needed to better track the position of different obstacles and determine collisions.
5. This game as the name suggest is based on the game *Celeste* released by Mat Makes Game. My version of it will just have the argument that Celestina, the main character, is trying to get to the top of the mountain and for that she has to overcome these obstacles. The meaning of what the mountain represents is left to the player’s interpretation.
6. This game will attract players interested in platformer games, such as Super Mario, Mario Maker, Meat Boy and Celeste.