**Game Title:** Celeste (developed by Matt Makes Games)

**Game systems:** N. Switch, Xbox One, PS4, Steam

**Target Age:** Everyone

**Rating:** E

**Summary:** The game centers around a young woman named Madeline (name can be changed), who wants to climb to The Summit of the titular mountain. As she climbs the mountain, she’ll meet Granny, an old woman who warns Madeline of the dangers of climbing the Mountain, and Theo, a fellow climber. The game is divided into 7 main chapters, each of them showcases Madeline’s progression through the mountain, as well as introduce a new and different mechanic in each chapter. As each challenge becomes tougher, Madeline must overcome not just obstacles that are before her, but she must overcome herself if she wants to reach The Summit of Celeste Mountain.

**Gameplay Modes:** Celeste is a platformer game, where the player controls Madeline as she climbs the mountain. Alongside jumping and climbing walls, she can perform a dash in any direction, reaching distant platforms. Throughout the game, there are Strawberries scattered across the mountain, acting as an optional collectable. There are also cassette tapes where, like strawberries, act as a collectable unlocking “B-Side” chapters, which are more challenging than their main counterparts. There are many secrets to the Celeste Mountain, should players find all of them will unlock an 8th chapter (called The Core), a hidden chapter that showcases a “secret ending.”

**Selling Points:**

* Story blends with gameplay seamlessly
* Beautiful soundtrack
* Tough, but rewarding gameplay
* Encourages speed-running (features a in-game timer)

**Competitive Products:**

* Super Mario Bros. World
* Sonic The Hedgehog