

1. Mechanics (The Rules & Premises)

- **Core Systems:** In *Celeste*, the fundamental mechanics consist of precision movement actions—specifically **jumping, climbing, and dashing**—paired with an **instant screen/level restart system** 1-4.
- **Rhetorical Function:** These mechanics act as the foundational premises or rules of the game system, setting strict boundaries and physical constraints that the player must navigate 4, 5.

2. Dynamics (The Procedural Process & Enthymeme)

- **Emergent Behaviors:** Interacting with these simple mechanics creates a run-time dynamic of **rapid trial, repetition, failure, and incremental pattern learning** under tight challenge 1, 3, 4. Because failure triggers an instant restart, the player learns through doing rather than passive instruction 1, 2, 6.
- **Procedural Enthymeme:** The dynamic loop forces the player into a "simulation gap" where they complete the game's argument firsthand—experiencing repeated setbacks and adjusting their execution until achieving mastery 2, 4, 7.

3. Aesthetics (The Experiential & Persuasive Impact)

- **Aesthetic Category:** Within the MDA framework's taxonomy of fun, *Celeste* focuses on **Challenge** (play as an obstacle course) 3, 6.
- **Emotional Resonance:** This system shapes player emotions by generating **tension, persistence, personal satisfaction, and emotional reward** 1, 4, 6.
- **Procedural Argument:** The combination of high difficulty and friction-free restarts constructs a specific argument: overcoming mental struggles and personal obstacles requires patience, sustained effort, and learning through failure 2, 4.

4. Theoretical Perspectives

- **Jesse Schell (Systems Design):** *Celeste* demonstrates that designers construct systems rather than experiences directly; the specific arrangement of dash and restart rules guides how the player learns, persists, and masters the system 2.
- **Ian Bogost (Procedural Rhetoric):** Rather than relying purely on narrative dialogue or cutscenes, the game embeds its core values regarding effort, failure, and perseverance directly within its computational procedures and rules 2.

🏔️ Would you like to compare *Celeste*'s dynamic of perseverance with a game that uses the **"rhetoric of failure"** (such as *September 12*), where the system is explicitly designed so the player cannot win 8, 9?