

# Five Nights at Freddy's 1 (FNAF)



|              |                                                                             |
|--------------|-----------------------------------------------------------------------------|
| Genre:       | Survival Horror, Point and click                                            |
| Release:     | 2014                                                                        |
| Platforms:   | MS Windows, PS4, PS5, Xbox One, Nintendo Switch, iOS, Android, Oculus Quest |
| Developers:  | ScottGames, Steel Wool Studios, Illumix                                     |
| Publishers:  | ScottGames, Clickream LLC USA, Illumix                                      |
| Analysis by: | Chaowei Arakawa, Charisse Ann de Leon, Gabrielle Gerber & Sofia Yurchenko   |

# 1. Gameplay

The Five Nights at Freddy's series consists of horror-themed video games in which the player is usually a night-time employee at a location connected with Freddy Fazbear's Pizza, a fictional children's restaurant that takes inspiration from family pizza chains like Chuck E. Cheese's and ShowBiz Pizza Place. The restaurant has life-size animatronic characters that perform at children's parties. The animatronics wander the restaurant at night and the guard is instructed to watch over them. To progress through the games, the player must guard themselves against animatronics with a variety of tools. Also every night the player has a phone call. This is an important piece for people who are interested in the story behind it all. The phone calls also explain to the player how the game works. They are from a man who worked your shifts before you, and is finishing up his last week. In Five Nights at Freddy's, the player can control the two security doors connecting their office to the adjacent hallways as a barrier against animatronics in the vicinity. Each night, the player has a power supply that depletes faster when a tool is used. If the power goes out, the player can no longer use any tools and is defenseless against the animatronics.

Five Nights at Freddy's - Trailer: <https://youtu.be/Ws-yd9YPfdE>

## 2. Sound

The basic mood of the game is rather dark. As a player, you have no possibility to move or protect yourself, nor do you have much information about what is happening. Therefore, you have to rely on the audio and visuals of the game. Five Nights at Freddy's consists of advantageous audio, immersive sounds and detrimental audio. The advantageous audio helps to navigate where the animatronics are, when the cameras are not working. The immersive sounds are used for atmosphere, mood and what the game world would sound like. The detrimental audio is used for the horror and unease of the game.

### 2.1 Advantageous Audio

#### Audio Clues

|                            |                                    |
|----------------------------|------------------------------------|
| Animatronic in the Kitchen | <a href="#">chicainkitchen.wav</a> |
| Freddy's Laugh             | <a href="#">freddylaugh.wav</a>    |

#### Game State

### 2.2 Immersive Sounds

#### Diegetic Sound Effects

|                               |                                                            |
|-------------------------------|------------------------------------------------------------|
| Camera glitching              | <a href="#">cameraglitching_anematroniclookingatit.wav</a> |
| Door Lights buzzing, On & Off | <a href="#">door_lights_buzzing_turnon.wav</a>             |

|                      |                                                 |
|----------------------|-------------------------------------------------|
| Camera panning       | <a href="#">camerapanning.wav</a>               |
| Door closing         | <a href="#">doorclosing.wav</a>                 |
| Animatronic Running  | <a href="#">foxyrunning_chasingafteryou.wav</a> |
| Animatronic knocking | <a href="#">foxyknocking_foxybehinddoor.wav</a> |

### Non-Diegetic Sound Effect

|                                                    |                                                     |
|----------------------------------------------------|-----------------------------------------------------|
| Bonnie or Chica (Animatronics) appear at your Door | <a href="#">theyarehere_standingoutsidedoor.wav</a> |
|----------------------------------------------------|-----------------------------------------------------|

## 2.3 User Interface

# 3. Conclusion

# 4. Comparison with Five Nights at Freddy's

## 4.1 General Comparison

## 4.2 Sound Comparison

### Soundtrack Noise/Tone Voice Over User Interface

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