

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 & Sofiia 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-9YPfdE>

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	chicainkitchen.wav
Freddy's Laugh	freddylaugh.wav

Game State

2.2 Immersive Sounds

Diegetic Sound Effects

Camera glitching	cameraglitching_anematomiclookingatit.wav
Door Lights buzzing, On & Off	door_lights_buzzing_turnon.wav

Camera panning	camerapanning.wav
Door closing	doorclosing.wav
Animatronic Running	foxyrunning_chasingafteryou.wav
Animatronic knocking	foxyknocking_foxybehinddoor.wav

Non-Diegetic Sound Effect

Bonnie or Chica (Animatronics) appear at your Door	theyarehere_standingoutsidedoor.wav
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2.3 Detrimental audio

„Muddied“ Sounds

These sounds are part of the immersive sounds and prevent the player from perceiving his surroundings properly. A good example is the phone call from night 4, where the call interrupts important sounds like Freddy coming near and the knocking on the door.

Camera glitching	cameraglitching2.wav
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Red herrings

Ambiance 1	ambiance.wav
Ambiance 2	ambiance2_theygettingcloser.wav
Circus Organ, played randomly	mascot_tune.wav
Foxy singing	foxysong.wav

Vaguely Vocals and Sounds,,

Bonnie / Chica (Animatronics) right in front of the door angry	itsme_chicabonnieangry_night5_6_7.wav
Night 5 Phone call	5nightcall.wav
Animatronic in your Office	theyarein_bonniechicasnuckin.wav
Freddy's laugh	freddylahug.wav

2.4 Endgame Sounds

Survived a day

6 am, Clock	6am.wav
Children cheering	whenitturns6am.wav
Sitting Idle, New day	sitting_idle.wav

Death

Animatronic scream	animatronics_scream.wav
Golden Freddy scream	goldenfreddy_scream.wav
Game Over Screen	gameoverscreen.wav

Last day

Power runs out	powerrunsout.wav
Freddy appears	freddytune_poweroutfreddycomes.wav

2.5 Narrative / Calls

Every night starts with a call from a former employee. He does the introduction to the „game“ and mentions some information about the history of the game. However, he is not much of a help to the player. The calls bring more creepiness into the game.

Night 1 phone call	1nightcall.wav
Night 2 phone call	2nightcall.wav
Night 3 phone call	3nightcall.wav
Night 4 phone call	4nightcall.wav
Night 5 phone call	5nightcall.wav

3. Conclusion

We enjoyed the game Five Nights at Freddy's, you can name it basic in the horror genre. It's quite scary because of the spooky, moody music, the sounds, the scary characters, the location — a children's pizzeria, all these things create a great creepy atmosphere. Depends on the player, if you don't play horror games because it's really scary for you, then the game will be very vibe and grisly. It has good graphics, it has a story, interesting gameplay, because with each night it gets harder and harder for you to survive.

Of the minuses, the player can't walk but just sits in place and turns his head in different directions. It would be really interesting to be able to get up, walk around the location, look at the animatronics, run away from them if they see you. It would have been nice to have the choice to move or sit where you are and look at the cameras. It has pretty primitive approach to scaring the player — full screen scrimmer and screaming.

For lovers of scary games and for players with less experience in horror games, this game will be very terrifying indeed, especially if played at night.

4. Comparison with Outlast

4.1 General Comparison

4.2 Sound Comparison

Soundtrack Noise/Tone Voice Over User Interface

From:
<https://wiki.zhdk.ch/gamesoundopedia/> - **game sound documentation**

Permanent link:
https://wiki.zhdk.ch/gamesoundopedia/doku.php?id=five_nights_at_freddy_s&rev=1654780992

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