Report on the Core Mechanics
Five Nights at Freddy's / Deadly Premonition

Deadly Premonition

Deadly Premonition is a open world survival horror game where the players play the character of of an FBI Agent Francis York Morgan who takes up a case in the rural town, Greensvale after hearing about the ritualistic murder of a young woman.

1.Movement and Interaction

The player is given 8 directional movement by using the the WASD Keys. The game also allows the player to 'Sprint' by using the 'Left Shift' Key.

The game enables basic interaction with objects and other characters by using the 'E' Key by default and also may sometimes provide an option to just observe by hitting the 'C' Key.

2.Resource Management

2.1.In-game Money

In-game money is obtained by finishing levels and for other minor events such as shaving etc. This money can be used by the player to purchase food, drinks etc.

2.2.Health and Energy

The character uses health when attacked by Zombies/Enemies. She may regain health by using bandages and Health Packs which are available at various locations in the game.

The player loses energy when Sprinting (Left Shift) , Using the 'Stealth' mechanic etc. Energy replenishes on its own over time but the player is also able to use Stabilizers to restore energy/breathing meters.

2.3.Hunger and Sleep

The player has to keep away from getting hungry by consuming various food items such as Salmon, Canned Pickles, lollipops etc. that are obtainable in the game. The replenish amounts depend on the type of food.

Similarly the player has to get enough sleep to keep her going throughout the day. The player is given choices of how long they want the duration of the sleep to be such as Light Sleep, Moderate Sleep, Deep Sleep and Long Sleep.

Some drinks such as 'Coffee' and 'Soda' restore hunger and fill the sleep meter.

3.Combat and Stealth

The player is able to use an array of weapons such as guns, knives and crowbars. The players may equip the item by using the mouse scroll, activate it by pressing 'Space' and then using the 'Left Mouse Button'. Melee weapons eventually break with continued usage while firearms have to be reloaded after each round ends but have infinite ammo.

When attacked by enemies, the player is given a feedback telling them to mash the 'A' and 'D' buttons to get away. If the player is unable to do so she dies and spawns at her last save. But if successful, the player will be left free but loses a percentage of her health.

The player is also able to use stealth by covering the character's nose and not breathing. The Zombies/Enemies will not be able to detect the characters presence during this time. The player may enter this 'Stealth Mode' by pressing and holding the 'Left Ctrl' button.

3.Driving

Driving allows the players to travel long distances faster and without the expenditure of energy. The player can control/move the vehicle with the WASD keys. Players are also given control over the car horn, sirens, indicators, wipers etc. The camera can also be changed from first person to third person mode by using the 'C' Key.

5.Profiling

Profiling is a gameplay mechanic that allows the player to put clues together and recreate events that happened previously. This mechanic is only available right before an action sequence when the player is given a prompt to do so.

Five Nights at Freddy's

Five Nights at Freddy's is a survival horror point-and-click game in which the player takes up the role of a night watch security guard who has just started working at the restaurant Freddy Fazbear's Pizza where weird things are rumoured to happen at night. The objective is to survive the whole five nights without letting the animatronics enter the player character's room.

1.Power

Power is the only resource in the game.It is slowly depleted as the night progresses. Other actions such as using cameras, lights and keeping doors closed use up power. Players are given only a limited amount of power each night.

2.Camera Switching

The player can access the cameras by dragging the mouse cursor down the panel and then clicking on the required camera. Only one camera can be accessed by the player at a time. Each camera automatically pans across each room/area and cannot be controlled by the player.

The cameras sometimes become blank and stop working for a while.

3.Switching on and off Lights

There are two lights available for the player, one on the left corridor another one on the right corridor of the room the security guard is in. Switching on the lights when the animatronics are there will scare them and keep them away. The player may turn on and off the lights by clicking on the appropriate buttons.

4.Closing and opening Doors

Similar to the lights the player has access to two doors, one on the left and another on the right. Closing the doors ensures that the animatronics cannot enter the player character's room thus keeping him safe. The player is able to close and open the doors by clicking on the appropriate buttons seen on the ends on the screen of the player room.

Door and Light Switches

A Comparative Analysis
Five Nights at Freddy's vs Deadly Premonition

Introduction

Even though Five Night's at Freddy's and Deadly Premonition are classified under the same survival-horror genre, they are very different in a variety of ways. Even though both these games have survival horror elements they both feel, look and are perceived differently because both these games are mechanically very different. Five Nights at Freddy's is a Point and click game while Deadly Premonition is an open world game which has a lot more features and is mechanically more complex.

Some of the common factors are given below followed by some factors that make these games different:

Common Factors

1.Resource Management

Both these games are pretty heavily reliant on the management of resources. In Five Nights at Freddy's, this comes in the form of 'Power' whereas in the case of of Deadly Premonition, it presents itself in the way of Hunger, Sleep, Energy and Money.

In both these games improper management of these resources will mostly lead to imminent defeat.

2.Building up Tension/Fear and creating Player Immersion

Via Camera and Sound Effects

Five Nights at Freddy's attempts to create fear and tension with its sound and camera effects. Its camera mechanic of occasionally going blank also adds to the building up of tension.

Meanwhile, in Deadly Premonition, the sound effects along with the gory and creepy visuals help build up tension and a sense of fear.

Via Plot and Story

The interesting plot progression and the curiosity for the end result of Deadly Premonition helps keep the player interested and immersed.
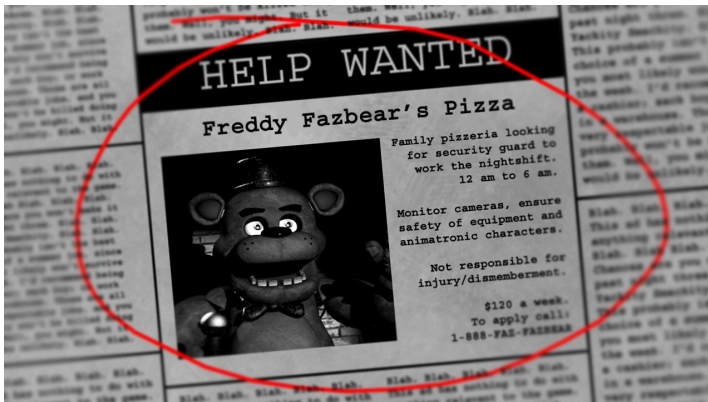
Also, the vague background story provided for Five Nights at Freddy's keeps the player curious and engaged and also, the constant tension it provides helps in keeping players on the edge of their seats.

Via Level Design

Five Nights at Freddy's level design also helps the player relate to it since it looks exactly like any common fast food chain like Chuck-E-Cheese. This helps in the suspension of disbelief.

Meanwhile some of the linear path areas with quite a few enemies instill a sense of fragility and helplessness in the player since they know that if they make one mistake, the might end up dead.

Via Lighting and other Atmospheric Effects

The dark and barely visible lighting in Five Nights at Freddy's helps create a heightened sense of fear in the players as most people are afraid of the dark or the unknown.

Unlike Five Nights at Freddy's, which has darkish and very minimal lighting, Deadly premonition makes use of a slight red tinge in its lighting scheme highlighting its gore and other scary factors. Of course this light tinge sometimes changes to a deeper red when the game wants players to attain a higher sense of tension or fear or when something substantial or gory happens.

Light Red Tinge | **Deeper Red**

3. Jumpscares

Five Nights at Freddy's makes use of a lot of jumpscares especially when switching between cameras and when arriving at a losing or near-loss condition. It does so with visuals of the animatronics and sound effects.

Compared to Five Nights at Freddy's Deadly Premonition has lesser jumpscares but still makes use of a few well timed ones with visuals of the sudden appearance of monsters and sound effects as well.

Main Differentiating Factors

1.Navigation, Interaction and Controls

The interactive controls and navigation in both theses games are vastly different. The player can mostly play Five Nights at Freddy's with a mouse alone as a means of input but with Deadly Premonition, this is not the case. It requires multiple inputs and has a lot more interactions. With Five NIghts at Freddy's it's more or less repeating the same actions to keep the player character safe.

Deadly Premonition also has way more interactible characters and objects when compared to Five Nights at Freddy's.

Navigation (between screens and cameras) for Five Nights at Freddy's also less complicated and much easier than the various amounts of navigation available in Deadly Premonition.

2.Level Design

The Level Design for both these games are rightfully different as both these games attempt to serve different purposes.

Five Nights at Freddy's consists of a limited number of rooms and along with the room in which the player character is at.

Even though Deadly Premonition is an open world game it offers pretty linear gameplay because of its level design.

3.Combat

Deadly Premonition has an extensive combat system with multiple melee weapons, firearms and and even stealth mechanics.

While Five Nights at Freddy's has no real 'combat system' to speak of. It is possible to maybe consider the lights and door mechanics as 'combat' but it is still very limited when compared to Deadly Premonition.

4.Items or Equipment

Deadly Premonition has items for healing, hunger, energy, sleep etc. Meanwhile, Five Nights at Freddy's has no such items or equipment to speak of.

5.Complexity

It is pretty clear from all the above points that Deadly Premonition is a much more complex game as compared to Five Nights at Freddy's.

Deadly Premonition has a lot of other mechanics such as fishing, driving etc.

But this is intended as is what makes both of them unique and different. Five Nights at Freddy's is meant to be a simple,small and fun game while Deadly Premonition thrives on its complexity.