

FNAWSIT 2.0 CHANGELOG

General Changes:

- intro black screen glitch patched
- all out mode no longer is complete when 13 rooms are done
- discord rich presence
- new ambience
- having data from an old version will have you redo certain rooms in all out mode
- added a completely new mode (unlocked after getting 50% completion or more)
- added fullscreen and vsync
- completely changed looking left and right (the screen moves instead of the room object)
- jumpscare are a little more dramatic
- New music for all out mode menu and all out mode ending
- More secrets and easter eggs
- Fixed the camera freeze glitch (for real this time)
- Antialiasing when the window is resized
- The escape key exits the application

Room Specific Changes:

- Cellar
 - Lowered volume of the door creak
 - Waluigi will be green under night vision
 - Characters move faster
 - Can be skipped if you have previously gotten any ending
- Living Room 1
 - Mario has a different audio cue and attacks faster
 - Yoshi has an audio cue and attacks faster
 - Pad charger can be spammed faster
- Bathroom
 - Characters Move faster
- Hallway
 - Characters Move faster
 - Remade some poses and sprites
- Study
 - Went from having a lamp mechanic to a book mechanic
 - Mario attacks without the pad being up
 - New phone call
- Bedroom 1
 - No changes
- Living Room 2
 - Characters Move faster
 - Buffed the heck out of Daisy
 - Pad power bar background is now darker
- Kitchen 1

- Characters Move faster
- The whole room doesn't break when the power shuts down
- Staircase
 - Removed the ability to hide and changed the characters and mechanics
 - New phone call
- Home Theater
 - More characters on the TV
 - All out mode is now a lot harder
 - Chains can now go up to 10 in a row
 - Transitions are a lot faster
 - Nerfs and buffs
 - Virus Peach was buffed, but you won't lose if you found her
 - Virus Yoshi was buffed, it's now possible to lose on accident
 - Chains can go up to 5 in normal mode
- Gameroom
 - Mario doesn't freeze while you look, and the camera follows mario
 - Mario Madness had a sprite rework and background
 - Luigi Survival error messages spawn more commonly and virus luigi is slower
- Bedroom 2
 - Peach was probably buffed I think
- Kitchen 2
 - You can now hit Waluigi with the frying pan (he will kill you)
 - Characters Move faster
- Gate
 - Night length was reduced by an entire minute
 - Volume changes
 - New phone call
- Living Room 3
 - There is now a light button that can be used to see if anything is in the room
 - The enemy was buffed
 - The enemy will no longer come back right as they leave
 - All out mode has different audio
 - All out mode has a new character
 - New ambience

Extras and Custom Night Changes:

- Quieter scrolling and ai changing in custom night
- More custom night challenges
 - Some include challenges for Study and Home Theater
- Credits were redone
 - Artwork at the end was redrawn
 - Can now "properly" end
- Some small slip-ups
 - Camera pad ai will set to 0 instead of the previous night

- Room guide typos for Living room 2 and 3 were fixed
- New Gamemode called Endless Random
 - Go for a high score and you only keep your scores if you exit and not die.
 - ais change every hour
- New Extras Character images
 - Most of them had a bit of exposure and some brightness changes
 - Virus Daisy has a new pose

FNAWSIT 2.1 CHANGELOG

Aka the flower update (because it's all daisy):

- Virus Daisy gets a complete redesign, every occurrence of her in game has the new design. (except for home theater, spoiler free) (New design made by JCCO2468)
- The clock cutscene was updated (before living room 3) (cooler than the older one)
- No more skipping all out mode from playing living room 3 normally
- Because of the new V.Daisy design, normal daisy is now an enemy at the gate, having the same mechanic as before.
- Living Room 3 hallway 3 camera was changed to a more better quality image

Low Resolution Blender Hoagie mode coming soon

DN mode coming soon

FNAWSIT 3.0 CHANGELOG

Lore update

- Timeline shuffle menu is centered vertically instead of that weird awkward slightly downward menu
- Cellar night length was reduced
- You can't hit Waluigi with the pan while daisy is there in kitchen 2
- You can click wario's nose in 2014 mode (this might come in handy)
- Some more stuff to see after the game is 100% complete (custom night challenges and extras)
- 2014 night was shortened
- Now it's not half of kitchen 2 to darken, my bad
- Wario's sprite disappears after getting shocked in timeline shuffle like it's supposed to
- Percentage bar is now evenly distributed instead of timeline shuffle being only 4% of the game's completion
- Percentage bar has a consistent font that isn't different on every computer
- Wario, Waluigi, Luigi, and Daisy were slightly buffed in timeline shuffle.
- You can visit character mechanics before entering nightmare night.
- Toadette's jumpscare has a blur effect now
- Logo was changed

FNAWSIT 3.1 CHANGELOG

TAF

- Starting a custom night in tsp2 without anyone active makes the game act weird
- Random easter eggs can appear on the mode select menu
- M}{?#:>{& room has a game over screen

tsp2

- Doors take less power
- Cameras take more power
- Missing a shock takes more power
- Virus Daisy Buffed
- You can't pluck flowers while the camera is up

General

- Literally every night except for tsp2 is shortened
- Room guide gate now says daisy instead of virus daisy