



Scott Cawthon

Scott Cawthon is an American video game developer. He was born in 1971 to a Christian family. He attended the Art Institute of Houston in 1996, where he studied computer graphics. However, he taught himself game design using the engine Clickteam Fusion. He began collaborating with other game designers as Hope Animation, with a mission to spread the word of Jesus Christ through video games. Scott first achieved some visibility on YouTube in 2007 with his game "The Pilgrim's Progress" based on the Christian novel by John Bunyan. He also made animated Christian films.

While his Christian games generated a following, they didn't generate much money. So he began to make computer games and free-to-play mobile games that would provide an income to support his wife and two children. He supplemented these small profits with jobs doing programming and working retail.

In 2013, a resource management game he created called Chipper & Sons Lumber Co. was criticized for having characters that looked like "creepy" and "scary" animatronics. Scott felt like a failure and spiraled into depression. He even began to question his faith. At his lowest point, his life insurance company cancelled his policy when they discovered he had considered suicide. He appealed to God, asking that He use Scott's faith and talent in some way. His faith restored, he used the criticism of Chipper & Son's as inspiration and created a video game that was intentionally creepy and scare: Five Nights at Freddy's. The game, which first appeared in 2014 and was featured on many popular Let's Play videos on YouTube, steadily grew in popularity. Today, FNAF is a wildly successful franchise.

1. How did Scott Cawthon's career begin?
2. What video game made Cawthon famous?

