

# May 6th, 2022: Paralives Developer Weekly Chat

This weekly chat is held on Discord for Hero and Legend tier patrons. Every week, you can ask a few questions to any developer from Friday 1PM to Monday 1PM ET and they will get back to you with their answers the next Friday.

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## Community's choice question

*This question got 5 votes from the Super Patrons on Discord!*

### Possible Assassin (Ny):

↗️ cheeky question cause I got nothing this week, do you guys have a planned big "showcase" for this year?

Every year we tend to get some video that basically shows a good chunk of the progress that's been made so I'm wondering if y'all at least are planning on that 😊

#### Alex:

Right now, we are planning to showcase some small bits of the live mode but it's very possible that we will then prepare a bigger showcase video since it worked well for us in the past and it's always fun to share something bigger and with some surprises!

## General questions

### ShadowRose:

Since videos like the loft reveal, Maggie's reveal, and the build mode showcase have been up almost a year or even up over 2 years ago, do you ever intend to "recreate" those videos with all the updated details you've introduced since then?

I think it would be a perfect way to express the difference and the improvements that you've made throughout all this time with an almost direct comparison to the older material, however I also understand if you don't want to do that since I can see how the comparison might not be as well received... I won't lie I kinda just want to see Maggie's loft again but more up to date because that video was and still is so breathtakingly beautiful

#### Jérémie:

We have done a bunch of videos through the last few years, but at the moment we do not have the intent to recreate them, for a multitude of reasons. Some of these videos were prototypes or were meant to show the idea of something we want to have in the game, but things change greatly between these times and now. Maybe the "jump from roof into pool" interaction from Sebastian's Summer won't make it into the game, for instance, or maybe some parts of Maggie's loft won't be completely possible to create once everything is said and done.

Another reason, like you mention, is that comparisons could be perceived negatively. If people like the "before" more than the "after" in any way, it's a bad look and it's hard on morale. Maybe we tried a specific look for materials in a previous video that is not really doable now with the new artstyle, but having people comment that they liked the old one better would be difficult to manage because it wouldn't really be possible to go back to, for instance.

I'm sure people might do comparison videos themselves in the future, but providing side-by-side "before"/"after" for whole videos isn't in our plans. Making videos takes a lot of time as well, so we'd rather focus on new stuff :D

### nokonouka:

Medieval custom content is very popular in sims, replacing all modern items with older ones. Have you considered making medieval/fantastic alternatives? Or even enabling different playstyles, like disabling electricity and motor vehicles altogether?

#### Anna:

No, we're not planning on doing medieval or fantastic items yet (unless costumes count!). We are focusing on realistic items first. Enabling different playstyles would be nice in our future Create-a-Town tool though I agree, but such a setting is not planned yet either!

### nokonouka:

When deciding on making Paralives, were you considering between that and some other types of games? What made Paralives win?

#### Alex:

At first, after quitting my job, I was actually working on another idea which was some kind of city building and management game. After a few months, I had made good progress but I kept thinking about doing a life simulation game and about the fact that it would be really great since there is a hole in the market there and I have always been a big fan of The Sims.

### Zahlea:

I have a question from Little Dragon:

So in the roadmap I noticed the "Search and filter clothes and accessories in the Paramaker"

I'd like to know your thoughts on custom tagging for not just Paramaker items but also items in general. I personally think that being able to add your own tags on things would enable players to name styles, create custom favourites lists and it might also be useful in Create-A-Town when it's being worked on in order to customise the general style of the population.

#### Alex:

I really like your idea of players being able to tag items and clothes as they wish! It would be a great thing to have for people who like organising things as they see fit like me... Right now, players who are willing to use the modding tools would be able to do that without too much difficulty but adding buttons so that players could do that directly from the build mode catalog or clothing catalog could be a cool thing to have one day!

### BusiestPolarBear:

It says the camera controls are done in the roadmap but what are those controls ? (Like with the walls and stuff)

#### Alex:

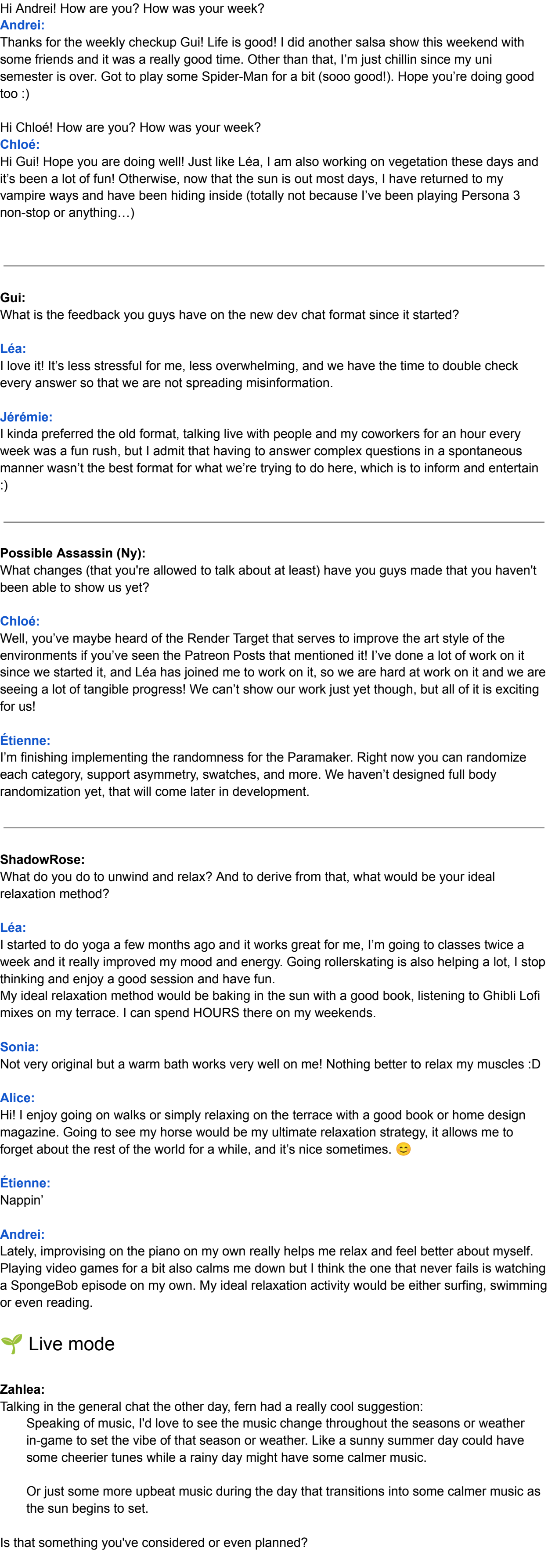
Camera controls include moving the view with WASD or the arrow keys, rotating the view with right click, zooming with the mouse wheel and stuff like that!

### BusiestPolarBear:

Can we see the main menu that is apparently done ? 😊

#### Alex:

It is functional but not very impressive so that's why we haven't shown it before! Its look will change eventually but here it is:



### Possible Assassin (Ny):

This is small, but when the roadmap is updated will it be announced like the development page or is it one of those things that as we go back to it every so often we may notice the changes?

#### Anna:

We don't plan on announcing every small change in the roadmap. We might if something is big, but otherwise you can rely on the monthly development update to know what we've been working on.

### Entirago:

A friend of mine was asking about the legendary para patron perk. Is there going to be a cut-off date on the legendary para? And kind of a piggy-back question, if there was a cut-off for the legendary para, would it be handled with advance notice?

#### Alex:

It's possible that some rewards will no longer be available when we get very close to the release but we will definitely warn people in advance if we choose to do that!

## Devs questions

### Gui

Time for the call roll! Hi Alex! How are you? How was your week?

#### Alex:

Hi! Doing pretty good, thank you! Hope you too!

Hi Léa! How are you? How was your week?

#### Léa:

Hi! Alex! I've been doing very well thank you. I'm having a lot of fun working on the vegetation of the game, I can't wait to share the result! The weather is amazing so I've been reading a lot in the sun and went roller skating a couple of times. I'm binge reading 'A court of Thorns and Roses', I'm at the 4th books now and I highly recommend them!

Hi Anna! How are you? How was your week?

#### Anna:

Hi Gui! I'm good, I got a whole set of new baby plants this weekend. I hope I won't kill them...

Hi Alice! How are you? how was your week?

#### Alice:

Hi! Gui! I am doing very well thank you. My boyfriend's parents are visiting us (as a surprise), so I've had a lot of busy days so far, and there will be more! 🌻 We're discovering new things here as well; for example, I've never been to Montreal's Notre-Dame Basilica, which is breathtaking. We went there for the "Aura" light show/projection, and I was speechless 🌟

Hi Jérémie! How are you? How was your week?

#### Jérémie:

Hello Gui! I'm good. Pretty busy week as always, worked on some fun stuff.

Hi Sonia! How are you? How was your week?

#### Sonia:

Hello! I'm good thanks for asking :D My week was pretty busy, I'm moving out so I had to do a bit of back and forth between my new and old place :p

Hi Étienne! How are you? How was your week?

#### Étienne:

Hello Gui! My week has been good as well! Doing some prep work for my LARP next week! :D

Hi Andrei! How are you? How was your week?

#### Andrei:

Thanks for the weekly checkup Gui! Life is good! I did another salsa show this weekend with some friends and it was a really good time. Other than that, I'm just chillin since my uni semester is over. Got to play some Spider-Man for a bit (soooo good!). Hope you're doing good too :)

Hi Chloé! How are you? How was your week?

#### Chloé:

Hi Gui! Hope you are doing well! Just like Léa, I am also working on vegetation these days and it's been a lot of fun! Otherwise, now that the sun is out most days, I have returned to my vampire ways and have been hiding inside (totally not because I've been playing Persona 3 non-stop or anything...)

### Gui:

What is the feedback you guys have on the new dev chat format since it started?

#### Léa:

I love it! It's less stressful for me, less overwhelming, and we have the time to double check every answer so that we are not spreading misinformation.

#### Jérémie:

I kinda preferred the old format, talking live with people and my coworkers for an hour every week was a fun rush, but I admit that having to answer complex questions in a spontaneous manner wasn't the best format for what we're trying to do here, which is to inform and entertain :)

### Possible Assassin (Ny):

What changes (that you're allowed to talk about at least) have you guys made that you haven't been able to show us yet?

#### Chloé:

Well, you've maybe heard of the Render Target that serves to improve the art style of the environments if you've seen the Patreon Posts that mentioned it! I've done a lot of work on it since we started it, and Léa has joined me to work on it, so we are hard at work on it and we are seeing a lot of tangible progress! We can't show our work just yet though, but all of it is exciting for us!

#### Étienne:

I'm finishing implementing the randomness for the Paramaker. Right now you can randomize each category, support asymmetry, swatches, and more. We haven't designed full body randomization yet, that will come later in development.

### ShadowRose:

What do you do to unwind and relax? And to derive from that, what would be your ideal relaxation method?

#### Léa:

I started to do yoga a few months ago and it works great for me, I'm going to classes twice a week and it really improved my mood and energy. Going rollerskating is also helping a lot, I stop thinking and enjoy a good session and have fun.

My ideal relaxation method would be baking in the sun with a good book, listening to Ghibli Lofi mixes on my terrace. I can spend HOURS there on my weekends.

#### Sonia:

Not very original but a warm bath works very well on me! Nothing better to relax my muscles :D

#### Alice:

Hi! I enjoy going on walks or simply relaxing on the terrace with a good book or home design magazine. Going to see my horse would be my ultimate relaxation strategy, it allows me to forget about the rest of the world for a while, and it's nice sometimes. 😊

#### Étienne:

Nappin'

#### Andrei:

Lately, improvising on the piano on my own really helps me relax and feel better about myself. Playing video games for a bit also calms me down but I think the one that never fails is watching a SpongeBob episode on my own. My ideal relaxation activity would be either surfing, swimming or even reading.

## Live mode

### Zahlea:

Talking in the general chat the other day, fern had a really cool suggestion:  
Speaking of music, I'd love to see the music change throughout the seasons or weather in-game to set the vibe of that season or weather. Like a sunny summer day could have some cheerier tunes while a rainy day might have some calmer music.  
  
Or just some more upbeat music during the day that transitions into some calmer music as the sun begins to set.  
  
Is that something you've considered or even planned?

#### Hey Zahi:

Yes yes and yes!! We are considering very much having different music for different contexts whether that is time of day, weather, seasons, places and even social contexts too! I've actually already done some tests for one of these and I could say that it went pretty neat 🌻 However, as you can guess, all of these ideas are still in flux and can't be determined before their corresponding gameplay features are designed especially for the Live mode since it can become so complex context-wise. So in the meantime, I can come up with more ideas, do some tests, concretize the musical style of the general soundtrack and plan for when it'll be time to make a decision. I'm constantly noting down new music system ideas I get so it'd be really cool to note down this idea from Fern and any other ideas you have as crazy and far-fetched as they can get!

### Lucie250:

Hello! I think it would be nice to allow paras to make contests like fashion shows or cooking contests.

#### Anna:

I agree! It would be a cool event organised in the town's restaurant or in clothing shops. It's not planned yet but I'm noting the idea!

### Lucie250:

I would like you to add an option to enable or disable the degradation of the parafolks relationship in the future.

#### Jérémie:

Hello! Thank you for the suggestion! Our relationship system isn't set in stone at the moment, but an option such as this one is something we'll think about for sure, although I cannot say if it would be a cheat or what form it would take.

### Sebastian's Pool Dive:

I know pets are still far off, but have you thought of using something similar to the height slider and procedural animations for dog sizes? Ever since Sims 2, dogs came in two sizes, but in reality we have a spectrum



#### Anna:

Sadly, we haven't started on pets yet so I can't tell you if it is going to happen. There's already a lot of procedural animations to figure out on humans, but we'll get to the pets and think about it eventually!

### Riza:

Do you have any plans yet about how realistic certain events in the game should be? Example: Pregnancies. Are there any plans towards courses or similar?

#### Anna:

We don't have a definitive plan for pregnancies yet, sadly. I don't think we would like to go too much into details, but it would be nice to go to prenatal classes (if that's what you meant), possibly with the other parent, it's a good idea!

### ShadowRose:

We know para will have emotions but I wonder how complex it will be to implement given all the things it could affect and be influenced by, is there any insight you can tell us about how emotions will display themselves or affect interactions? Even if it's just an estimation about how difficult you think it'll be to create, but of course if you cannot give an answer that is entirely understandable :3

#### Anna:

Sadly I can't tell you how the emotions are coming along yet, since we're still thinking about it and we're a bit far from having made the necessary tests to come up with a final decision for their design. So for now the details are still a secret, sorry!

### CatchyVirus:

Another question, this time from Lance, is about generational gameplay. Will there be elements within the game that assist with it? For example, you begin the game and the TV is in black and white and then over time it'll be in colour?

#### Jérémie:

For the more global question on generational gameplay and mechanics that will improve that style of play, I'd say we have brainstormed a few ideas that are really promising and could work to give multiple layers to this kind of gameplay. Because they are still at the design stage - and mostly secrets! - I can't really elaborate on them.

As for the example of technologies evolving, that's not the plan at the moment. Managing different generations of technological advancement is a bit out of scope for the game and we want to focus on the current era - at least for now. Being able to choose which year you start in would be neat, but would bring a ton of design conundrums that would take a lot of extra work to go through, in addition to all the research to be done on various technologies through the ages, and all that!

### Entirago:

I was wondering recently if there might be little "fluff" pop-ups while a para is in a rabbit hole. Nothing that requires the player's involvement and certainly nothing that pauses the game until dealt with, just more of a hint at what they're doing. "Simon has learned a fun fact about the periodic table" for a para in high school or "Jane needs a quick break from the spreadsheets she's been staring at today" for just about any job.

#### Jérémie:

Hello Ent! I've been working on the school and job system lately, and I can't talk much about it, but as things are going the plan is to have more meaningful flavor for jobs and schools, so it might be a bit more than fluff. We'll see, I hope in not too long :D

## Paramaker

### Lucie250:

I hope you will also find a better user interface for the paramaker too and also add an option to allow players and modders to customize the user interface of each part of the game.

#### Alex:

We are working on improving and tweaking the style of the interface. Modders will be able to change some icons and some interface elements but unfortunately, the interface is one of the few things that won't be very moddable because it would require us to create complex interface editing tools and we prefer to focus on other elements.

## Build mode

### CatchyVirus:

Hey there! It's been a while! I have a question from Regenerated Witch. Their question is if auto roofing will be an option?

#### Jérémie:

Hello, thanks for the question! It's one we get from time to time :D We haven't started work on roofs yet (you can see that on the roadmap!) so that means we haven't started designing how roofs will work in any capacity. I think having auto-roofing would be useful when you just want something over your house, but it's also probably non-trivial for us to add in the game. That'll depend on how things shake up when we test that possibility in the future!

### Zahlea:

In the roadmap, under Build Mode -> Done, there is a task called "Molding placement and customization". The image shows both half walls with a top trim and full walls. Does this mean half walls will be able to have different top trims and while the one we see in the image is aligned with the wall end - will we be able to have half wall trims that extend further than the half wall?

#### Jérémie:

Hello Zahlea! Half walls will have the same trims as "regular" walls. After all, the only difference they have is their height and at the moment there is no difference in moldings between one or another. As for having trims that extend further than the wall, I don't think that's going to be an option. Maybe you could somehow make an invisible separator wall with a top molding to pretend that the molding is extending into thin air, but even about that I'm not entirely sure. Thanks for the questions!