

Hey everyone! Welcome to the November 2023 Patreon Q&A. When the question thread went up, the Kickstarter for *Our Life 2* was still going on. And now while I'm answering it, it's over. So there's some reference to the Kickstarter, and thank you for all of the support with that. But I will get into the actual questions now!

It's that time of the month again. I guess some questions I have are: 1. If this hasn't been asked already, what went into coming up with/designing the romantic leads of *Our Life 2* in contrast to the leads of *Our Life 1*? I'm curious to know where the inspo for Tamarack's hair sparkles came from!

Honestly, the process for the two of them went very similar to the process with Cove, where I just somehow inherently knew what I wanted almost immediately. Like Cove, at least in Step One, I knew basically exactly what I wanted him to look like with his little outfit and his green hair. And Tamarack and Qiu, they also came very quickly and easily- the sort of autumn child concept I had in mind. It didn't take a lot of thought for me to know what I wanted. It was like my first instinct of what I imagined for like a cute, charming fall child. Although I did consider swapping them where I came up with sort of the concepts, but wasn't 100% dedicated with it being with those genders. Like, Tamarack could have been the gender fluid character who was, you know, softer and more feminine, and then the female character could have been the sharper, cooler one. But ultimately I went with the gender combination I did with the designs I had in mind. And the hair sparkles I just thought was very cute. And I wanted something different from Cove's weird wavy eyebrows, but still sort of fit the character in her own way. And that's why she has sparkly hair.

2. If Autumn hadn't been the most voted season for *Our Life 2* (which I'm not complaining about is my favorite season), what other season would you have liked *Our Life 2* to be set in?

And I would have liked any season, though I personally never believed Winter had a chance. No offense Winter! So I never really thought of many ideas for that one, but I did think Spring had a strong chance of winning, and I think it actually did get pretty close. And so I did have some potential ideas for a Spring *Our Life 2*. I was imagining it probably be like out in the countryside, and funnily enough, I was imagining the two leads to have like. Interests that are the opposite of what they are in the autumn version. Where I was thinking the gender fluid character would be the musical one who would like to sing and maybe play the flute, and then the female love interest would

have a more athletic, artistic sort of hobby, like ribbon dancing or even like interpretive dancing, something like that. But then obviously Fall is the season that won. And then the interest ended up being musical for the female and athletic for the gender fluid one. It would be interesting to know what life would be like if that was the *Our Life* that came into existence.

Did Cliff and Kyra get their tattoos together? I can't help but notice that they are a similar style.

So I've answered this in the past, and I'm pretty sure what I said was, well, I know that they didn't get together. One of them got it first and already had it, and then the other got it while they were in a relationship together and got it from the same place, after liking that tattoo that's already there. And I'm pretty sure it was Cliff who had his tattoo first, and then Kyra wanted to get a tattoo and asked her new boyfriend for, you know, where he got his, and then she got it at the same place. It could have possibly been the reverse, where Cliff is the one who went to her tattoo artist. But it was a situation like that. But it's been so long, I can't 100% remember.

Hey Kab, I hope you're doing well and taking proper care of yourself. Thank you for all your work in making sure the audience has games to enjoy. *Well, thank you very much! I am doing good.* Sorry if this has already been answered or if you consider this a dumb question, but I'm curious about the polyamorous option. For Step Three will we be able to enter a relationship with them, but there won't be like a mutual agreement? Or we can only enter a relationship with one of them, or we will not be into an official relationship with any of them? Thanks for taking time out of your day to answer this question. Take care!

In Step Three, there is no polyamorous content at all, period. You can't even broach the subject with them. You can date one if you want to, and then in Step Four, move into a poly relationship. Or you can stay single until Step Four, where you can be with both of them. But there's no requirement to start dating in Step Three. If you want to do it later, but there's also no requirement to wait until Step Four. You can still progress how you want with one love interest, and then the polyamorous opens up in Step Four.

Hi GB! Will we ever get eyebrow options?

No, I don't think we're ever going to add different shapes for the eyebrows on the doll. It's just one sort of element that isn't reflected on that little icon.

I'm sorry if you've answered this before, but are there names you and your team members go by like a specific name or just artist, musician, programmer, etc.?

Everybody on the team has a name they prefer to go by, whether it be a username or their actual name. And I can't list out every team member who's ever worked on any of our games. But if there's a specific person you're curious about, you can just ask me and I'll tell you what their name is.

Hello GB, I hope you are having a good day. *Thank you.* Sorry if this question has been answered before, but I checked out the FAQ and didn't see any mention of it. So far in the supporting cast we have a lot of guys from the previous game in Qiu's friend group. Are there going to be any new girls introduced to fill in Tamarack's and the player's friend group if they decide not to join the boys club?

And if you mean in Step One, no, there are not a lot of girls around in Step One, unfortunately. But that's because later in the game it becomes much more girl heavy, where in Step Two there's Vianca and Serenity, and in Step Three, Renee is officially finally out, though she was a girl the whole time and just didn't know it. And there's also another girl who comes along and Step Three as well. So not many girls in Step One, but many girls in the future.

Is there a role in game making that you wish you were better at, that you're not directly partaking in currently? Or is writing/business/marketing your preferred role that you want to improve on?

I would rather improve what I'm already doing than learn an entirely different skill. I think what everybody else is doing on the team already that I'm not doing, you know, it's as good as it's going to get. I don't need to do it, but I would gladly be better at the parts that I'm supposed to be doing. Especially marketing!

Will we be able to change how we feel about our mother choosing to raise a child alone?

Yes, you can change your relationship standing with Opal. I don't know specifically if you'll get to mention how you feel about her raising a child alone. I guess you can- you can decide how you feel about not having a dad around, but I don't know if you can specifically say "I'm mad at you for choosing to have a child alone". Maybe that will happen, I'm not sure, but you can at least have different opinions on Opal in general.

Did you ever have an Instagram? I usually associate visual media with Instagram, but have you found the other apps are better suited to share your work?

And I did very briefly try using Instagram. I posted like seven times many years ago and I just really didn't like it. The dimensions of posts on Instagram just doesn't work well for a wide screen type of game, and it was just sort of very awkward for me to use. I didn't know how to use it and so I just very quickly fell off. I don't know if this is the same now, but you couldn't really do it on desktop. And I didn't even have a cell phone way back in the day. And so I struggled to somehow do it through the website, which was very unintuitive. They really wanted you to use the phone, and so I just threw up my hands and was like, "No, I'm not going to do Instagram". Maybe I'll go back... No, I wouldn't go back. Maybe I would hire someone to post on Instagram for us now that we are a little more successful and I could potentially hire someone to do that. But I personally am not going to post on Instagram.

Thanks y'all again for your hard work. I'm so happy the Kickstarter went so well. I couldn't believe the speed at which people flooded in. It was incredible and well deserved. *Thank you very much.* As always, feel free to ignore my questions if y'all can't answer them yet. 1. Does Opal have any interest in romantic relationships?

The answer is "kind of". She doesn't need one, and kind of assumes that the fact that she's not going to be sexually active - she's asexual - and the fact that she doesn't really want to tie herself financially to someone else, especially because she has a kid she wants to prioritize more than a partner. So she kind of feels like she'd never really find someone who was okay with her much more independent type of relationship style. However, she doesn't hate the idea of romance.

2. Is Opal busy enough with work to the point where the MC can potentially feel neglected or lonely if they choose? She, of course, seems very present physically and emotionally, but has being the sole head of the household left her uniquely strained for time? Or does she simply work full time and her job allows her to live comfortably?

Opal's job, at least at this point, is usually just a full-time job, though she does sometimes have to do overtime, so she's not, like, especially always gone. She's not working double shifts constantly to support her family. You could like headcanon that's how it was in the past. But at this point she does have a little bit more stability and

security. However, you probably can still feel like she's not around as much as you'd want. But it's definitely not a part of the story where she's really, really gone all the time.

3. Will the LIs demonstrate awareness, whether it be positive or negative, if the MC has a “jealous over” dynamic towards them?

Yes, they will to some degree. I don't know exactly how much or I can't point out any specifics yet so far, but they will at least have reactions to it.

I know that Cove got a lot of extras in the first game. I was wondering if the secondary interest would be given any more attention in the future. Also, I love you. If I knew you had a patient, I'd have joined here a long time ago.

Well, thank you very much! If you mean the secondary interests like Baxter and Derek, I'm afraid not. I guess it depends on what you mean by extras. I'm not doing any more DLCs for that game or any more bonus stories. I don't know if merch is ever going to be a thing and if they'd ever get merch, but there's not really anything specific planned for the secondary interests right now. And after this latest Cove plushie, there's not really anything planned for Cove either, so there's unfortunately not really any *Our Life 1* content to look forward to besides the plushie that's about to happen, and the artbook, which is releasing very soon.

So excited for *Our Life: N&F*! As someone studying game design in college, I'm curious what engine and programming language do you guys use to develop *Our Life*?

We use Ren'py, and Ren'py has sort of its own framework and then also uses Python. And that's not just *Our Life*. All our games are made in Ren'py. I personally think it's the best engine for making visual novels, but if you want to make something other than a visual novel, it's not an ideal choice.

Hello. Thank you so much for these Q&A's. Also, the Kickstarter ends in a few days. Congrats on reaching all your goals and more! *Thank you*. So in Step One, after Qiu met us, did he go home and mention that he had a crush on us when he talked to his parents, if we set our relationship to crushes and pursue him from the start?

No, Qiu does not say to his parents, “I have a crush on the MC”, but he does speak very highly to about them, to his parents.

If we decide to have Qiu, Tamarack, and our MC get jealous if we see each other, get closer to others, etc., does that mean we will have less happy moments with them, or will it be more of us choosing if we want to act out on our jealousy or not?

I mean, technically you will have less happy moments if both of them are jealous and you're interacting with both of them. Then, instead of them being happy, if you're holding both of their hands or whatever, they're going to be jealous. And so that will in a way take away some happy moments. But it won't be a huge major scenes that are completely different because they're jealous. Most of the important, crucial, positive moments will still be there even if there's jealousy. But there are those sort of smaller instances where, yeah, they're not going to be happy when they could have been happy if they weren't jealous. But the point of jealousy is to have more drama. And if you don't want more drama, then just don't have them be jealous. And then there's more happiness.

Okay, and if things sound different or strange, they actually had to stop right there and then go run some errands yesterday because we have people coming over- well one person coming over and they're here now, and we had to do some preparation for that. But it was back the next day. And we're going to answer the last question of this comment.

The new color system looks awesome for our characters. Will we have to start the game over if we want to tweak our skin or our hair tones, etc.? If you can't not answer this, no worries.

Maybe you'll be able to tweak the hair color in between Steps. But skin tone you would need to start a brand new file in order to change it with these new features.

Unfortunately, betas and demos aren't really meant to eventually carry on to the final version because they're being released so early on and there's still so many more features being added that in the end, there's really not going to be a way to save the files you have now for the finalized version far in the future.

In Our Life B&A, there is a text box or side event or anything that is really, really rare, like something that you put in knowing that maybe one person would ever get to see it with the right combo?

Yes, there are a few of those, but the one I always think of when people ask this is in the Step Three Moment “Boating”, there's a ridiculously specific alteration that I love, but is hard to get, and it requires doing certain things in all Three Steps. And first is you have to be crushing in Step One. Then you have to do the “Fireflies” Moment and race in the race at the end instead of sticking with Cove. And then in Step Two, you have to do the “Library Homework” Moment and get very upset about losing your work, so that Cove comforts you and offers to give you his homework instead. And then in Step Three, you need to do the “Boating” Moment, and then you need to get sick or scared and not be able to stay up above the boat, so you're staying in the bedroom. And then you are reminiscing about stuff, and you have to mention how you thought that there was this one time in the past how Cove helped you cheat, and he's like, “Oh, I never helped you cheat.” And the main character is thinking about how he offered to give the homework, but then Cove is like, “Oh no, wait, I guess I did cheat when we were children. And I said, you won the race when it was actually Shiloh.” And the main character is like, “What? I didn't even know that, that's not what I was thinking of.” And then Cove is like “Oh, that homework thing, that wasn't cheating because you had already done the homework and just lost it.” And so is this extremely convoluted process to get this one conversation. But I thought that was really fun.

Sorry if this has been answered before, or maybe it has been mentioned in the past that I missed, but will there be partial voice acting in *Our Life 2*?

Yes, there will be. There will be partial voice acting, and they will be the voiced name feature. And it will be very similar to how it was in *Our Life 1*. Maybe if possible, there will be even more voiced lines than before. We'll see how it goes.

Hi GB! 1. I'm not sure if this goes against the rules, but I was wondering if you guys are planning to put any angsty scenes into *Our Life 2*? i.e. sickness.

I'd say it's pretty angsty just seeing the preview in Step Two. The characters are much more brooding than they were in Step One, so there will definitely be angst in the game. I'm considering doing a sickness Moment for I don't know, one of the characters is sick. Maybe the main characters, maybe someone else. I haven't written it yet, but I do feel like that fits the fall vibe more than *Our Life 1*, where summer just didn't really make me think of a sick day. So perhaps there will be sickness at some point, but it won't be angsty sickness where like, they're dying and it's very dramatic. But there could be like, “Oh, I'm sad because I'm sick and have to stay home.” That sort of thing might happen.

2. How do you go about making a visual novel? Does it require a lot of coding knowledge, or is it more writing than coding?

And I would say it is much more writing than coding. If you can finish the actual script, then having the visual novel exist should happen. I'd say it's pretty unlikely that you'd be able to do the script and then not be able to get it programmed. There are multiple options that are built specifically for visual novels to be made, and so unless you have a lot of fancy features in mind, then you can use certain programs that do the programming for you basically. And you mostly interact with like an interface. But it's also pretty simple to program if you do want to program it directly. So I would say don't be intimidated by coding if that's what's stopping you from trying to make a visual novel.

Hello! I really, really love our life one and I swear to God I'll never get over Cove.

Of course, my question has to be about him. *Well thank you, I'm glad you like him!*

You mentioned before that he wouldn't be comfortable with furry pets, but I'm personally a vet student. I wonder how he'd feel about that? Would the fur bother him at all, or is it something else? Would he want to keep his distance from the topic and only keep unfurry pets? Also, what kind of movies to see like/dislike?

Cove- he doesn't hate furry pets. He just doesn't feel capable of taking care of them himself. They're a much bigger commitment in his mind than fish, which you just keep it a tank and tend for. But he sees furry animals much more like another person in the household, and that's a bit too stressful for him. But he's not allergic to them. He doesn't have an issue with fur specifically. It's more like that they're a much more present element of your life if you have like a dog or a cat. But if he had a partner who wanted a pet like that and was willing to do a lot of responsibilities for it, then he would be totally fine having that kind of pet. And for the movies that he likes and dislikes, he's not a huge movie watcher. He doesn't like horror movies or really dramatic or mysterious ones. He'd I guess be fine with some kind of adventure story or a comedy or even like a romance, something that's not too intense, that's not going to have like a lot of loud noises. So more laid back movies.

Has Baxter ever browsed those wedding planner posts on Reddit, where they talk about how they knew a couple wouldn't last?

And I'd say he probably did when he was younger, like closer to Step Three time than Step Four. I imagine he stopped Reddit scrolling when he became a professional wedding planner.

Hey there, thanks for making such fantastic games. I was wondering if Prism Vista and Sunset Bird have a canonical distance from other big SoCal cities like Anaheim. I want to send the gang to Disneyland, and had to wonder how much of a road trip it would be. Thanks again!

Unfortunately, I don't really have a specific spot in California where I think they'd be where you can sort of compare it to the rest of the state. I'm afraid you'd have to make that up yourself.

Hi! I hope you're doing well and I'm glad the Kickstarter was such a success.

Thank you. I'm doing good. My question is, what was your reasoning or inspiration behind making Tamarack plus sized? I love Tamarack a lot and I have barely seen any plus sized love interest, especially those who are as femme Tamarack, so it's nice to see plus sized femme love interest in the game. I kind of want to know what made you decide that, hey, Tamarack is going to be plus sized, if that makes sense.

Well, I guess it's sort of a two-part reasoning - and the first is something I imagine a lot of visual novel creators have - is that you like plus sized characters yourself, but you're afraid that players will not resonate with it. And so, when I did the first *Our Life*, I didn't have any plus sized love interest because I was afraid; we were a very small company when that game first started, and I just didn't think we'd be able to get anyone to play our game. And so I had all of them not be plus sized. They were all thin or muscular, and that is not ideal. It's not what I would prefer, but it's like you give in to that fear of like, "Oh, nobody has plus sized love interests. That means nobody will play your game if you have it." And so that's how it happened. But when the first *Our Life* was successful and I knew that we had this very good community of players already set up where I knew for sure that they wouldn't, you know, avoid the game because one of the two leads that existed was plus sized, I was like, "Okay, great, I don't have to hesitate about this anymore. I can definitely do it." And, you know, it's one of those things where you wish you were brave enough to do it before, but you wanted your game to be a success, so you sort of gave in to that pressure. And now I'm at a point where I don't have to care at all about those kinds of things, because I have a player base that won't care with me. And so I definitely was going to have a plus sized love interest in this game, but I wasn't

sure if it was going to be the female love interest or the gender fluid love interest. But I did know it was going to go along with that softer, musical, grandparent like personality, where I considered swapping the two and having the gender fluid one be the softer feminine one, and then the female character be the sharper, cooler one. But that was for Step One. And then when I thought further along in the game, I just thought it made more sense for the female character to have that personality and for the gender fluid character to have the personality that they do. And so that's how I ultimately decided on which got which. And so we got Tamarack, who was female and had this very charming, effeminate, really pretty kind of personality. And that was the one that I wanted to be plus sized because I also agree that it's nice to see that kind of plus sized representation, and I'm very happy with how she turned out. I think it's really great to have her and hopefully everybody likes her when the game is finished. So far, people are very nice to her though.

Hello! Thank you for the opportunity to ask questions, and of course, you don't have to answer this if it's already been answered or doesn't fit the format or is too invasive. You're welcome, I'm happy to answer questions. I'm curious what percentage of people who played Our Life: Beginnings and Always actually went on to buy any DLC?

I have no idea, as I can see how many people downloaded it and how many DLCs sold, but there's no correlation in how many of those people bought how many DLCs. So it's like- it's sort of like 2 to 1, where it's like for every one download, there's one sale of the DLC, but it could be that ten people downloaded it and one person bought five DLCs, and that's how it got to that amount. Or it could be, you know, something else. So I have no idea how many people ended up buying the DLCs, but it's definitely, you know- the amount of DLC sold is not too far off from the amount of people who have downloaded the game in general.

Are voiced names going to work in *Our Life 2* like it did with the original game, where you could pick a voice name such as “Bobbi” and change how it's spelt in the game to like “Bobby”, for example.

Yes, it will work like that. You can certainly type in the name that you want and have a voice that goes along with it, whether or not the spelling of that voice is exactly the same as your spelling. It won't force you to use the spelling listed on the screen.

The next comment has multiple questions about Qiu in Step One.

1. What did Qiu, after meeting us, say to his parents about the MC if we chose crush?

He just generally talked about this really cool new kid who moved in and sort of gave a play by play of everything that happened, but didn't mention anything specifically about having a crush on them.

2. How did Qiu react when his parents told him that we invited him to dinner?

He was very excited about it. He's like, "Oh, cool." That's, you know, usually he would have to make that kind of move, but instead the MC did. So that was great.

3. If Qiu had a crush on us, would he do something cliché like write our names on a note with their last name, or with his last name and our last name?

No, that's not his kind of move. He wouldn't give himself your last name or you his last name.

4. Is Qiu someone who would write love letters?

Maybe? We'll have to wait and see what happens in Step Three. I imagine that earlier Steps, he wouldn't do it super sincerely. It would definitely be extremely dramatic and somewhat ironical if they did do it, but who knows, maybe by Step Four they're enough of a romantic to do it for real.

Hello. I'm not very good at English, but I love your game. Well, I'm glad you like it. I have a question. Is there only one romance ending in the DLC for Derek and Baxter? I've tried various choices. The Baxter story became heartbreaking, and I wanted to confirm because there were also rumors that Wedding DLCs will not be produced for them. Good luck with the production of *Our Life 2*. I support and look forward to it.

Well, thank you again. And yes, it's true, there won't be wedding DLCs for Baxter or Derek, and they do only have one major storyline and it ends generally the same way. Some of the specifics can be different based on your relationship, but Baxter's story does get better, even though there is a lot of sadness through it. By the end of Step Four, it should have turned around, so if you just keep going, it'll eventually get to a nicer point.

I was surprised and delighted to find Baxter pop up in *Our Life 2*. I liked him a lot in *Our Life 1*, while at the same time wanting to strangle him lol. *Well, I'm glad you like him despite that urge.* My question is with the events of *Our Life 1* come up in Baxter's later dealings with his old friend? Perhaps with a save input from *Our Life 1* or an optional questionnaire, the way the Patreon only DLC for *Our Life 1* works? It seems like that's something his old buddies might want to know. Anyways, I'm just curious because I genuinely love these characters.

Yes, you will be able to mention stuff from *Our Life 1* in *Our Life 2* somehow. It may be that save/load thing, but because of how some systems it's on work, it might not be possible to do that like it was possible for the *Our Life 1* bonus Moment. So it could be a questionnaire, it could be like a vague reference where it's sort of like a list of choices, and you just choose the one that's correct, like, "Oh yeah, Baxter told us about his life in California, how he's dating someone or how he got some new friends." And if you want them to be dating, you just mention that- you just choose the option where they're dating. We'll sort of see how sophisticated it ends up being, but it will at least come up somehow.

I finally was able to pledge yesterday. Hope you're doing well with the deadline coming up. *Well thank you very much for the support.* I'm curious about a couple things, namely, how old Qiu was when they came out. How did the people around them react?

They were 14. It happened at the time Step Two happens. And how did people react? Depends on the person, but overall, they're just very understanding and supportive and just want them to be able to figure it out. And I guess it depends on coming out either as not knowing their identity or specifically knowing they were gender fluid. And if you mean when they came out with that final answer, that would be before Step Three. But not that late before Step Three. So close to the start of Step Three is when that happens.

Also on Tamarack, is the place she moved from in America, and is she exaggerating just how far away her former home was?

Yes, it is just another place in America and it technically is not that far. So, in her kid mind it's very far. But in real life, no, it's not that significant.

I'm not sure if you can answer this one, but what do you consider to be really short, average, tall, and so on in the games? I know there's no specific heights, but it differs depending on region and gender identity. Anyway, super proud of the Kickstarter and I'm glad I was able to contribute. Congrats!

Well, thank you very much for the support, and I can't really answer it. It is up to your interpretation and it's kept very vague so you can decide for yourself what is average for the type of main character that you have. I can't sort of make assumptions because there are so many factors on what typically makes an average height, so there's really no way for me to set an exact number because it would be different depending on a lot of things. So I'm afraid it's all up to you. It really just is how you want to be described in the story.

Hiya, GB. Congrats on the successful Kickstarter! I'm so excited to see everything going so well. As for the question, is there an estimate for how much Step One will be made available for Patreon backers, and will the content be just from the base game or the DLC moments too? Don't worry if this can't be answered right now.

Thank you for the congrats, and it will be all of Step One eventually. The Patreon will have betas for every part of the game before it becomes available to the public. It'll be the base game and the DLC content. Whatever I make will end up on the Patreon at some point.

Hi! Congrats on the successful campaign. *Thank you.* I was wondering, as you're writing Step One, how do you manage to accurately capture those childhood vibes so accurately? Does that come naturally to you? Neither the narration or the dialogue feel overly cutesy, but it's still distinctly childlike. It's always impressed me, haha.

Thank you very much. I'm glad it feels realistically like a child, and I don't actually know. I think it just comes down to the fact that kids, they are funny and they have attitude and they have their own little social circles, and they understand things like coolness and popularity. And they understand, you know, what kids their age are generally like. And when something is sort of deviating from what they normally expect. And so they can be written like normal people, but sort of with a little bit more of a fun kind of bend where they can be more imaginative and whimsical. And so it sort of opens up more

possibilities for how you phrase things rather than being, you know, a restriction. And it's just I guess, you got to treat them like people, but also have fun with it.

In the latest demo, I noticed that you can be at Crush stage in Step Two, and can just think of them as a friend. Does that mean that the MC can have a crush and not know/realize that it's a crush? Is that something that's just for Step Two, or is something that could happen in all three Steps? Is that a two-way thing if so?

Yes, you can have a crush while sort of being in denial or being oblivious to it. And that can happen in Step Three and Four, but it's not really a two-way thing. You can't decide for them if they are aware of their own crush on the main character or not. That's just set based on their dynamic and their age and things like that. But yes, you can not know or realize that it's a crush. You will still react in crush like ways, like finding them charming and maybe blushing around them. But you won't have to definitely acknowledge that "Yes, what I'm feeling is a crush", if you're at crush.

What's the origin or intent behind the character Xavier?

Mostly it was just me making a character that I thought was really cool because they aren't really a major character. They do play a big role in Baxter's story, but it's still pretty small. Like there's no important plot thing that hinges on them or entire Moments. So I really could do whatever I wanted, and I just wanted to have a really cool, stylish Baker character who had, like, this really dramatic design. And so I just did what I wanted because I could.

Heya, I was wondering what's the meaning story behind the name of your company?

And it is a combination of random childhood usernames that I had in the past. So when I was first making games, I sort of had a split in the names that I used on sites. And when after my first game, I decided that I should have one single name that I use everywhere going forward. And so I took the different names that I used and shortened them and combined them. And that's how I got GB patch. And it was just a username at the time, not even a company name. I was making stuff for free, but it was just what I was known by. And then when it became like a partially commercial thing where I was making a little money to get money that I invested into the games back, so that I could keep making games as a hobby, I was like, "You know, it's fine. It sounds vaguely game making; like, no one's going to question it." And then by the time it became my full-time job, it was

just too late to change it. And I still like it. It does not mean anything to anyone but me, but I think it sounds good and I would never change it. As for what those old usernames were, I'll give you one of them. And the "patch" in GB Patch came from the fact that I used to use the username "pumpkin patch" on certain sites when I was a kid.

Hi. Thank you for making these games, and congratulations on the Kickstarter page and reaching most of the goals. *Thank you very much.* I have a question about Qiu. Do they have a particular sense of style? We already know Tamarack is the grandma friend and has a very cutesy, girly style, but how would you describe the way Qiu dresses or what clothes they prefer? Sorry if my question is worded awkwardly. Thank you and have a great day.

I hope you have a good day too! And I would say in Step One, the style is trying to be like a cool adventurer. And it's, you know, the fingerless gloves and the bandana. It's definitely trying to be like, you know, some kind of cool person intentionally. But when they're a little bit older, I'd say it's like a slightly grungy streetwear fashion type of thing. And especially in Step Two with sort of a "I don't care, but I also look really good while doing it," kind of thing.

How much facial hair is Cove able to grow? Could he grow a beard if he wanted to? Or does he maybe only get some stubble?

And I'd say he could grow a beard if he wanted to, but he doesn't want to.

In Our Life 1, I decided to romance Cove from the start, and the second I was able to choose "Love", I took it. I also said I wanted to marry him when we met. *Well, I'm glad you liked him.* Does Mr. Holden realize the feelings between our two characters, or is he a little clueless? How does he feel when he notices the character's feelings towards one another?

He does notice, especially with Cove, because Cove is extremely obvious. And he's definitely excited and hopeful, but a little bit worried. She really wants it to work out. He's really thrilled to see Cove having this, you know, romantic experience and having a crush on somebody, because that's sort of a fun and exciting time when you're young. And he just doesn't want Cove's heart to be broken.

When the MC is invited to dinner at the Holdens while Kyra is visiting, why did they hesitate on allowing the MC to stay the night?

That's because Kyra has a lot of experience having to be the "bad guy" per se, where Mr. Holden will give Cove anything he wants basically immediately. But if he starts making promises about the MC spending the night, then that puts pressure on the MC's parents, and they might have to be the bad guys if they say "No, maybe we should think about this more. Maybe it's not a good time." And Kyra being there is like, "No, we're not going to make this decision until the other parents also get to have a say, because we don't want them to have to upset their child by taking back this sort of promised event."

I remember a question once in the Q&A's about Mr. Holden discussing the birds and bees with Cove. At what age was Cove sat down to discuss this? Did Cove go and tell the mic that his dad set him down for "the talk"? I can only imagine how shy/nervous those Holdens must have been.

I think the age probably depends on whether or not Cove had a crush on the MC earlier or not. Like if they've been crushing since like Step One, then Mr. Holden might have tried to sit him down at as young as maybe like 14, but if Cove wasn't that interested in the MC, he probably would wait until he was 16 just to avoid the awkwardness. But if there was like any sign of romance at all, he'd want to sort of get a jump on it. And Cove definitely would not tell the MC that it happened and he'd just quietly be embarrassed to himself.

Thank you for the for your time. We know that our MC's moms had a guess that some breaking and entering was being done by Cove and/or us. Did Mr. Holden and/or moms have any other suspicions?

I'd say not a lot by the time Step Three would come around, because everything is pretty transparent. Maybe in Step Two they - even if you don't say that you and Cove say that you liked each other - they probably would pick up on the fact that they were treating each other like Cove was the MC's boyfriend. Like Elizabeth would call Cove the MC's baby boyfriend, even though you're technically not supposed to have a boyfriend. They'd probably be like, "Yeah, they probably are like a little baby couple." But for later on in the relationship, I'm not sure they have any other suspicions that aren't just already apparent.

I came up with a better question. What's Miss Opal's favorite dish?

I would say it's probably something based on her culture or race, and that's now up to the player. You get to input it yourself. So it's not something I would set specifically for

her, so that there is room for you to imagine your mom has some specific cultural dish that she really loves.

Congrats on reaching all the Kickstarter goals. *Thank you.* For *Our Life 1*, how and when were the Cove DLC Step One through Three stories decided? Did you brainstorm all of them for each Step at one time, come up with additional ideas after the main base Steps were written, or did they happen to be unused/expanded upon ideas from what you wanted to put in the base game? Additional questions if you have time: Were there any ideas that didn't make it to the final cut?

And develop the steps almost completely, one Step at a time. So when I was working mainly on Step One, I had some vague ideas about Step Two and no ideas about Step Three or Four, basically. And then in Step Two, I had some ideas for Step One and almost nothing for Step Four, etc. And I also would do Moments pretty much one at a time as well. Where I would just have sort of general summertime concepts or general childhood concepts that I wanted to work in somehow. And then when it was time to make a Moment, I'd look at those concepts and try to come up with something that would fit them into a Moment. And then I would consider sort of the Moments I already have and what I still need. Like, "Do I need a scene where the MC gets to have something dramatic happen or something between Cove and his dad?" And I just sort of had considerations that I would look at and things I generally wanted to have for the tone and vibe of the game, and then I'd make up a Moment based on that, and then I'd move on to the next Moment and the next and the next, and then I'd move on to the next Step. As for Moments that didn't make the cut, not really for Cove. Most of what I came up with for him did end up in the game. Derek, there wasn't a lot of concepts that got thrown out either. But Baxter specifically in Step Three, I did come up with like multiple potential concepts for him that ended up not happening. I was thinking about like a concert Moment where you, like, sneak out late at night, or like some kind of Regency dress up party that he would attend while on vacation, or things like that. And none of those ended up becoming Moments for one reason or another.

Would there ever be a sick day memory for *Our Life 2*? I seem to always be getting sick with a cold or something.

Well I'm sorry you're sick so often! As I mentioned in one of the prior asks, I don't know for sure, but it is definitely something I'm considering, so we'll see if that ends up happening.

Are there any plans to translate the game to any languages other than English?

And unfortunately, no. Our Life 1 is 1,250,000 words with all the DLCs, and we just can't get that translated. It's too big of a script. It's like, you know, the size of 11 or 13 full sized books, and Our Life 2 will probably be a similar length. So, I mean, unless we became a much, much bigger, more well-known company, I just don't think it's ever going to happen, unfortunately.

Now that I know Baxter doesn't have a favorite ice cream flavor, does Cove or Derek have any favorites?

I don't know. I'm not very good at picking specific favorites for very specific concepts. Cove generally likes things that are fruity or have nuts. Derek likes chocolate and certain types of fruits, but I don't really have one specific favorite flavor for them either.

Hello Kab, I hope you're having a great day. Also, congrats again on reaching all goals. You deserve it. *Thank you very much.* So I've been wondering are Qiu, Tam, and MC in their senior year during Step Three, or would they have graduated? I think they might be senior but idk.

They should be graduated unless some major change to Step Three happens because I don't- I believe they should be graduated at this point, and it wouldn't be ideal to have another Step that's set in school again, since the other two already are and they're in high school in Step Two. So it wouldn't just be school again, it'd be the same school. So I'm imagining they're going to be graduated at that point.

Also another question, can Qiu speak Chinese and can Tamarack speak German? Thank you so much!

For both of them the answer is they know a few words and phrases, but can't even come close to fluency, and probably aren't even like conversational level.

Hello GB Patch team! I hope you are all well. *Thank you.* Second time for participating in the question thread. I'm so happy! In short, without further delay, there is something that I was wondering since the release of the Step Two

preview. It is still related to the best friend system. Anyway, I know that if you like Qiu and Tamarack as much as each other, you just don't choose the best friend because both can't be your best friend. But I wonder if not having a best friend means that we are as close to both as if they were both our best friends. For example, if we are best friends with Qiu or Tam in the preview of Step Two, our dialogues with them are a little different, but if we are best friends with neither of them, how will our friendship be perceived?

You won't get sort of special best friend only alterations if you're equally close with both of them. In your mind, you can consider that these two people are both your best friends in the world, but because you don't actively prefer one over the other, you don't get sort of the overwhelming preference differences in the description that sometimes happens if you do have a best friend. So having a best friend does come with some perks, but that's also why you've got to choose just one, because it does make a difference.

Second question! I don't remember if it's ever been answered before, but I was wondering if Qiu would eventually ask us to be best friends? Even if, of course, we will go after Baxter and Ren in Step One. If so, will we have the possibility to accept or refuse, if we are already best friends with Tam? And if we accept, will Qiu automatically be our best friend instead of Tam? Thank you in advance for your response, and congratulations on the success of the Kickstarter and have a very good evening/day!

Well, thank you very much. And Qiu will not ever ask you to be his best friend in Step One. I can't say for sure what will happen in Step Two. Probably there will be a situation where they could ask you to be their best friend, but it will never happen if you already have a best friend. They'll never be a situation where you have to reject them because you already have a best friend, or you end best friendship with Tamarack and Qiu is your new best friend. That meme will not happen in the game! But potentially there will be a scene where if you don't have a best friend, Qiu could ask you to be their best friend like Tamarack did at one point.

Hello! First of all, I just want to say that I deeply love and appreciate what you're doing with these games, with Our Life 2 actually helping me figure out that I myself am genderfluid. So thank you so much for that. *Oh, that's so great. I'm really glad.* I was just wondering, will there be Moments further on that are more serious

in nature, sort of like the adoption Moment in Our Life 1, especially considering the Step Two drama, or will it be more light hearted throughout?

There will be some serious Moments that will touch upon the struggles of growing up and self-identity and family dynamics like adoption. But obviously, in this case, it would be, you know, having a single mom, and for the other leads, having parents who maybe don't completely understand you and you don't understand yourself, and Tamarack, having her grandparents raising her instead of her parents. So those things will definitely come up as factors in the story. I'd say it might be less lighthearted overall than *Our Life 1* was.

Are you still planning an xo xo droplets reunion game?

Unfortunately not. I wish I could, but sort of the years that would have gone to making it have passed and that series just has to be retired at this point. Unfortunately, *Our Life 1* took way more time than I ever imagined. And now we have to do more current projects, and there will just never be an opportunity to pick that back up. But I am really sorry about that.

When you talked about there being a poly option in Our Life 2, with the connection between Tamarack and Qiu being a committed platonic relationship if that branch is pursued. I realized that was how I pictured my MC's relationship with Cove, so it made me wonder how would the Our Life 1 guys react to the idea of a trio with one person being exclusively queer platonic, either as a romantic or platonic partner? So basically the inverse of an MC/Qiu/Tamarack relationship, where there's two platonic connections and only one romantic. PS, not a question, but as a queer trans autistic enby, thank you for these games. The options of them make me feel very valid in building an MC and seeing them as part of the world.

Well, thank you very much. I'm glad you appreciate those options. And for a poly relationship with the Our Life 1, guys, Cove would unfortunately be entirely against it, even if it was queer platonic because he is extremely monogamous. The person he loves is the apple of his eye. He doesn't want there to be another partner on equal standing to him, and it wouldn't make a difference if it was platonically or romantically. If it was that kind of emotional commitment and connection, Cove just wouldn't want that to be a thing. He only wants his partner, and he would like his partner to only be with him on that level of commitment. Derek would be similar to Cove in that he does want

more of a one-on-one partnership, duo teamwork thing going on. Maybe he would be slightly more willing than Cove if it was a committed platonic relationship rather than another romantic one. And Baxter would be the most open to having more than one partner around. Obviously, there's no canon poly relationship that ever happened, but that's the easiest sort of one to imagine could happen.

Sorry if this was answered in a reveal post, but does Opal have any sort of established family dynamic beyond the MC, or is her backstory left blank to allow players to imprint whatever they want onto her?

Her family dynamic right now is entirely blank. I don't know if at some point in the game it might come up as a choice or a reference. It could, it might not, but it definitely won't ever be something that I just decide and is the only truth. Either it'll be some kind of choice in the game, or it will be left up for headcanons.

What type of music would Cove listen to?

He listens to a lot of instrumentals. He likes beachy stuff and rock that's not like super hard core metal rock, like Baxter. More like old fashioned rock. The classics, I guess you might call them. And he could also be interested in, like, certain types of electronic songs, as long as it's not really, again, intense or fast paced. He definitely is more into relaxed music as he is with most type of outside stimulation. And he is kind of sensitive to things in general, so he doesn't like songs and stuff that might make him feel negative emotions because he is definitely susceptible to that kind of influence from a song or other type of media. So he doesn't listen to really sad things or really angry sounding things.

And that's the whole Q&A! Thank you to everybody who sent in a question. I hope that was interesting. There were a lot of longer answers this time than usual. I feel my voice is tired, and then I had to start it one day and end it the other day. But you know, we made it to the end. And here we are. And I'll be back next month for the last Q&A of the year. All right. Bye, everybody. Take care!