

July 29th, 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.

Visit www.patreon.com/alexmasse/ for details.

Community's choice question

This question got 6 votes from the Super Patrons on Discord!

mamafrancine1:

Will the amount of paras we can have in a household be the same for everyone regardless of how powerful the computer is?

Alex:

Yes but it should be somewhat easy to install a mod that will increase this limit or use the modding tools that change that limit yourself!

General questions

Zahlea:

In the roadmap, under Modding Tools -> Done, there is a task called "Load images from your computer to use them in a picture frame inside a house" and I have a technical question - would that copy the image to the mods folder and "make" it a mod, or would the game remember where it got the image from so that you could technically have "local mods" spread all over folders on your computer?

Jérémie:

At the moment it copies that picture to a special folder, but that compartment will be changed in the future. I'm not sure automatically making mods with pictures would be the way to go, and there is convenience we can bring on that point; for instance, it could be useful for the game to share a mod of assets required to import your house if you export it. Hope that answers the question!

ERRRRRIKA:

Hello there. I found that there is a word "Heaven" witch have the same meaning about "Paradise". So i wonder know what's the meaning about Paralives? do u guys wanna build a Heaven town as my thought?

Alex:

The meaning behind Paralives is parallel lives. Since the Parafolks are living their own virtual life, it's like life in a parallel universe. It's true that Paradise sounds a lot like Paralives! However, in the game, we aim for the town to be interesting and full of events but it won't be like heaven because there will still be drama and harder situations for our characters, just like in real life.

Devs questions

Gui

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

Alex:

Hi Gui! I'm doing very well. I'm enjoying the summer and work so everything's good!

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

Léa:

Hello! I'm doing great thank you! I've been enjoying the weather a lot lately, going out and reading!

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

Anna:

Hi Gui! I'm good, I'm enjoying the not-so-hellish-hot summer :) Hope you do too!

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

Alice is not here this week!

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

Jérémie:

I'm okay, thanks. Week fly by!

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

Sonia:

Hey, I'm great thanks for asking! I had a lovely week, very busy but I enjoyed it alot :D

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

Étienne:

I'm good! I surprised my friends at a Larp event I wasn't planning on going 😊

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

Andrei:

Good!! Same old playing and composing! Just finished Arcane and Demon Slayer this week, cried too much. Also getting ready for my vacations in 2 weeks 🌊

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

Chloé:

Hi Gui! I am currently a nervous wreck, but I'm pulling through! Luckily for me, work is super fun, so it helps put my brain at peace 😊

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

Javiera:

Hi Gui! I'm doing great! 😊 Last week was really stressful but the worst has passed and I'm excited to go to a convention this weekend!

Entirago:

Left the first spot specifically for Gui. Who wants to share one of your favourite things about summer in Montreal?

Jérémie:

My AC unit :)

Sonia:

Will there's something to do every weekend 🤖 It's insaaane the number of activities and events you can go to!

Andrei:

Live music shows in the streets and eating so much ice cream!!

Léa:

Free Skateparks outside, and sunsets! Also the fireworks shows!

Chloé:

I like to cosplay, so for me one of my highlights in the summer is always the conventions we have over the summer. I see my friends for those too, so it's lots of fun!

Alex:

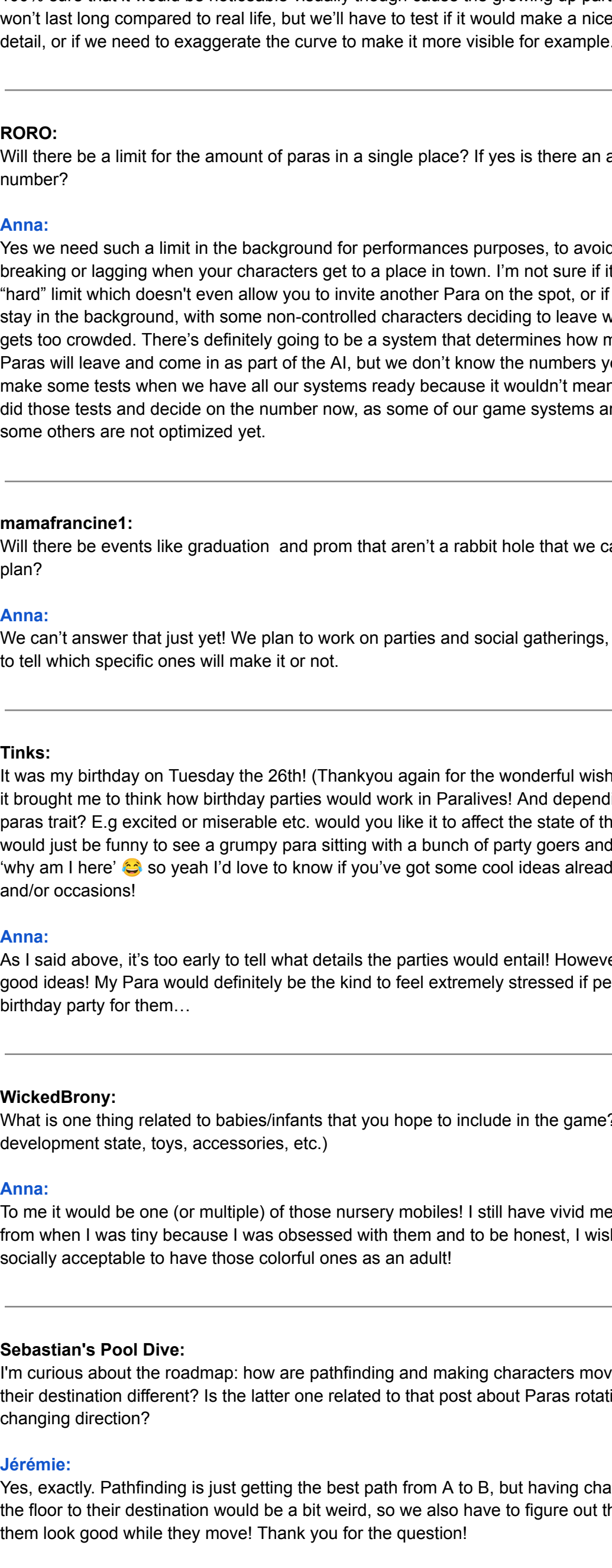
Going for a walk after sunset

SmallestPolarBear:

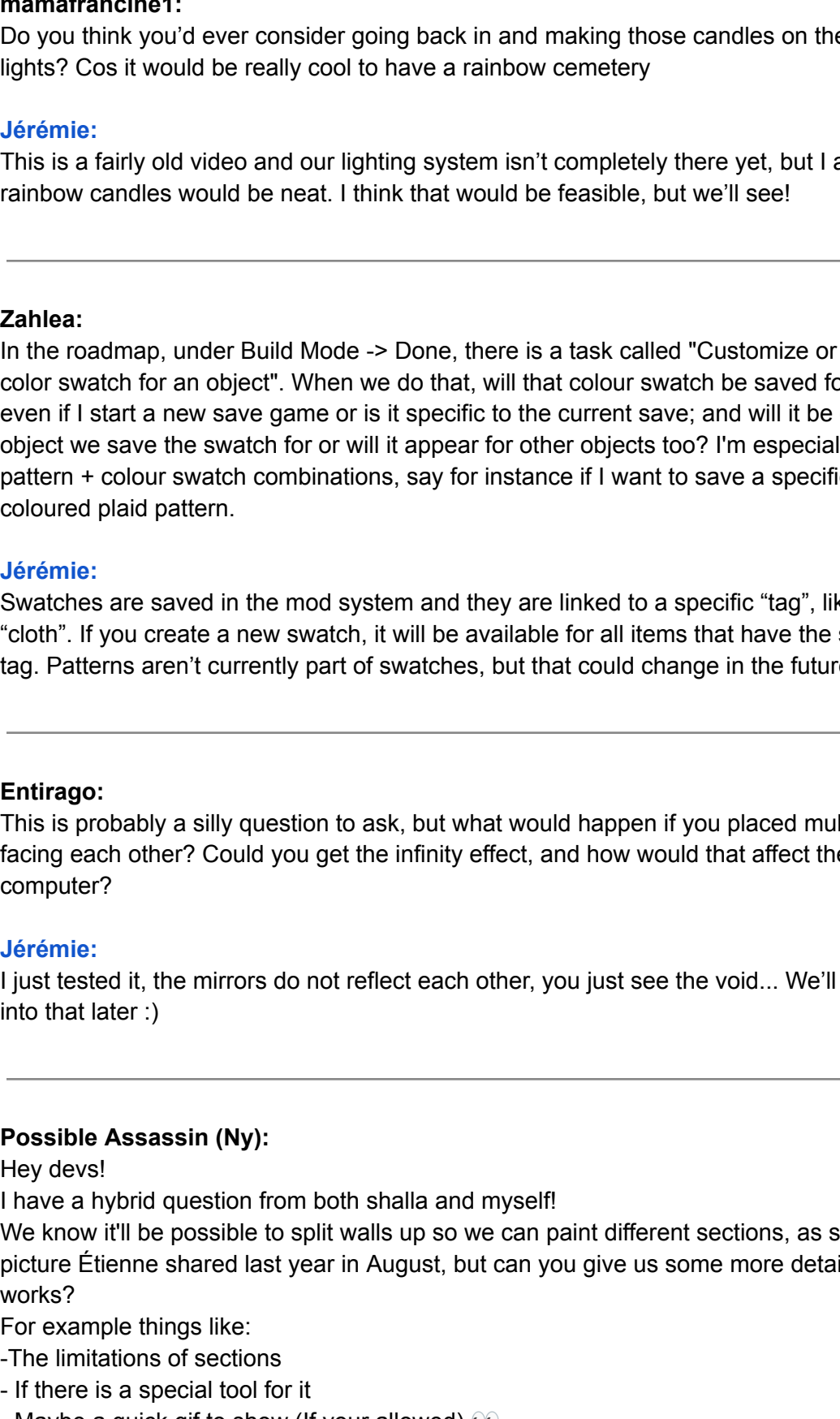
Can we have your very best pet pics?

Chloé:

Well, maybe not the best, but one of my recent favorites. He likes the ceramic floor when it's hot out!



Here's the worst one I've got though:



SmallestPolarBear:

Andrei, what should I draw?

Andrei:

Chibi Naruto eating some ramen! 🍜

SmallestPolarBear:

If you could make anything be the secret password to your panic room what would you choose (and why?)

Anna:

Haha nice try! I'm not telling you the password to my panic room!!

Sonia:

The dictionary is reversed, so it's hard to unlock!

Andrei:

All I can say is that the hint will be "Speak friend and enter"

Live mode

Zahlea:

Weekly Little Dragon feature

Will Para path find around environment objects like trees, rocks and plants that us the player place?

Jérémie:

Yeah, absolutely! I don't see why they wouldn't, they are obstacles to go around like walls and other items!

Sebastian's Pool Dive:

I was inspired by the growth curve answer from last week's chat: what if you had like 3 growth curves that have a genetic component? You could have early bloomers who reach their adult height in their early teens, late bloomers who only shoot up in their late teens, and somewhere in between. And the parents can pass their growth curve to their kids

Anna:

Yes it's a good idea! We still need the curves to adjust for individual heights and we might have to take into account the "final" height of the parents for the genetic aspect, but yes having different types of curves would bring even more variations into the growth of every Para. I'm not 100% sure that it would be noticeable visually though cause the growing up part in the game won't last long compared to real life, but we'll have to test if it would make a nice little extra detail, or if we need to exaggerate the curve to make it more visible for example.

RORO:

Will there be a limit for the amount of paras in a single place? If yes is there an average number?

Anna:

Yes we need such a limit in the background for performances purposes, to avoid the game breaking or lagging when your characters get to a place in town. I'm not sure if it is going to be a "hard" limit which doesn't even allow you to invite another Para on the spot, or if it's going to stay in the background, with some non-controlled characters deciding to leave when the place gets too crowded. There's definitely going to be a system that determines how many of those Paras will leave and come in as part of the AI, but we don't know the numbers yet. We'll need to make some tests when we have all our systems ready because it wouldn't mean anything if we did those tests and decide on the number now, as some of our game systems are missing and some others are not optimized yet.

mamafrancine1:

Will there be events like graduation and prom that aren't a rabbit hole that we can actually plan?

Anna:

We can't answer that just yet! We plan to work on parties and social gatherings, but it's too early to tell which specific ones will make it or not.

Tinks:

It was my birthday on Tuesday the 26th! (Thankyou again for the wonderful wishes!! 🥰) and so it brought me to think how birthday parties would work in Paralives! And depending on that paras trait? E.g excited or miserable etc. would you like it to affect the state of the party? It would just be funny to see a grumpy para sitting with a bunch of party goers and their just like - 'why am I here' 😊 so yeah I'd love to know if you've got some cool ideas already for parties and/or occasions!

Anna:

As I said above, it's too early to tell what details the parties would entail! However, that's all good ideas! My Para would definitely be the kind to feel extremely stressed if people organize a birthday party for them...

WickedBrony:

What is one thing related to babies/infants that you hope to include in the game? (Like a development stage, toys, accessories, etc.)

Anna:

To me it would be one (or multiple) of those nursery mobiles! I still have vivid memories of those from when I was tiny because I was obsessed with them and to be honest, I wish it would be socially acceptable to have those colorful ones as an adult!

Sebastian's Pool Dive:

I'm curious about the roadmap: how are pathfinding and making characters move smoothly to their destination different? Is the latter one related to that post about Paras rotating when changing direction?

Jérémie:

Yes, exactly. Pathfinding is just getting the best path from A to B, but having characters slide on the floor to their destination would be a bit weird, so we also have to figure out the way to make them look good while they move! Thank you for the question!

Build mode

mamafrancine1:

Do you think you'd ever consider going back in and making those candles on the gravestones lights? Cos it would be really cool to have a rainbow cemetery

Jérémie:

This is a fairly old video and our lighting system isn't completely there yet, but I agree, having rainbow candles would be neat. I think that would be feasible, but we'll see!

Zahlea:

In the roadmap, under Build Mode -> Done, there is a task called "Customize or create a new color swatch for an object". When we do that, will that colour swatch be saved for that object even if I start a new save game or is it specific to the current save; and will it be only for the object we save the swatch for or will it appear for other objects too? I'm especially thinking for pattern + colour swatch combinations, say for instance if I want to save a specific red and black coloured plaid pattern.

Jérémie:

Swatches are saved in the mod system and they are linked to a specific "tag", like "wood" or "cloth". If you create a new swatch, it will be available for all items that have the same swatch tag. Patterns aren't currently part of swatches, but that could change in the future.

Entirago:

This is probably a silly question to ask, but what would happen if you placed multiple mirrors facing each other? Could you get the infinity effect, and how would that affect the player's computer?

Jérémie:

I just tested it, the mirrors do not reflect each other, you just see the void... We'll have to look into that later :)

Possible Assassin (Ny):

Hey devs!

I have a hybrid question from both shalla and myself!

We know it'll be possible to split walls up so we can paint different sections, as shown in this picture Étienne shared last year in August, but can you give us some more details on how it works?

For example things like:

-The limitations of sections

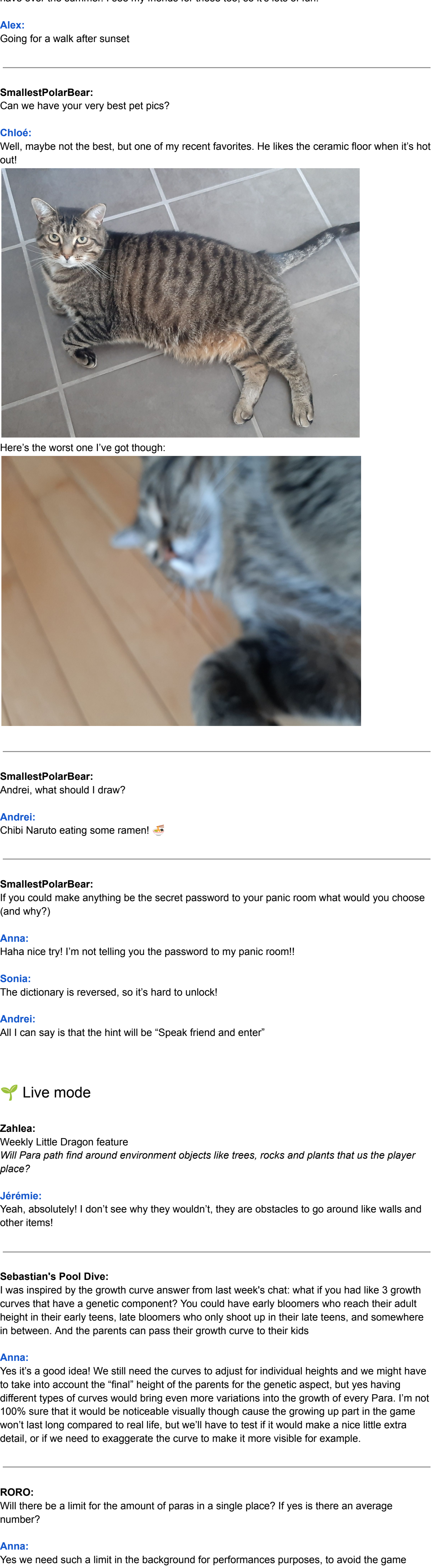
- If there is a special tool for it

- Maybe a quick gif to show (If your allowed) 📺

- If there is a way to get rid of the sections way after you made them or if the player will be stuck repainting all 9 sections individually 😊

Etc

Things like that would be nice to know about! 😊



Entirago:

To add to Ny's and Shalla's question, could we have moulding between the wall sections?

Jérémie:

So, the process to get that picture isn't quite user-friendly; You would need to create 3 split levels, split each section in three, then remove walls and floors. That would give you these nine squares you can paint individually. Being able to draw lines to create wall sections could be interesting, but we haven't gotten to think about that. I personally don't think it's worth the trouble to do, because you'd be stuck with walls and floors in limbo everywhere.

You could add mouldings if you really want to, haha.

Paramaker

Fritten:

Will we be able to make handsome squidward in PAM?

Anna:

Of course!

