

Hello everybody! Welcome to the July 2025 Patreon Q&A. For some unknown reason, I've always tried to get the Q&As done in one sitting. And I don't know why I was insisting on that, but I've finally seen the light, and now am going to record most, if not all, Q&A in two or three sittings over different days, so that I'm not really tired sounding by the end, and my voice is starting to give out because it's been like four hours. It shouldn't make too much of a difference to the finished result, but I'll just let you know when I'm done answering questions for this sitting, and then when I come back to do more, I'll also mention that now I'm back on a different day. So, now let's get into some questions for today's sitting.

**Is there anyone else in the group of kids, whether the boys club or at school, that may have a crush on MC at any point now, not counting Tam or Qiu? Thanks so much for the work you do.**

No, there is not. I mean, you can head canon that there's some faceless student out there that likes the MC, but no named character other than the leads can have a canonical crush on the MC.

**Hey, hope you and the team are doing well during these hot days, and remember to drink water. As always, feel free to skip questions. I only have one question about personalization. I remember you saying that later in the game, we could decide to call our main character by her name. Could we do this in Step Two, or do we have to wait until a later Step?**

I wonder if you mean calling your mom by her name, rather than your own character. Like being able to say "Opal" instead of "Mom" or "Ma" or whatever. If that's the case, I don't know if that would ever be possible, because there's a lot of lines in the game that use things like "my mom". And so, it wouldn't make sense to say "my Opal" instead. So, you'll probably always have to call her by a title, besides maybe like one off choices where you can choose to call her Opal instead of by a title.

**Oh, and one more thing. Will there be more gender presets like demiboy and demigirl? That's all my questions. Keep putting out such good content and stay hydrated.**

Thank you very much. There won't be any other preset genders, especially anything with a specific title. It's sort of up to the player to decide what your pronouns mean for who you are. Being non-binary in general is just a large umbrella term, so you can be

non-binary and a demiboy and a demigirl, but I don't want to get too specific to what you identify as besides letting you choose your own pronouns, and then you can head canon exactly what title you would want to use.

Not sure if this was asked, but how would Qiu/Tamarack react to having a crush on an MC that's more popular than them? Thanks so much for the Q&As.

Well, it would depend on their ages, and also canonically in the game, you cannot be more popular than Qiu. You can only be on par with them. You can't be more popular than Tamarack though, so if you were more popular than her, it would add to her self-consciousness in Step Two. Tamarack wouldn't really think of it at all in Step One. And in Step Three, she would be proud of the MC for having a lot of people who likes them and who admire them. But Tamarack would still feel more secure in the fact that she has a strong long-term relationship with them, and they've known each other for many years, so she wouldn't be that bothered by the fact that other people also really like them. But this is all assuming that jealousy isn't a factor, which you can turn on, which would also change how things go. As for Qiu, they wouldn't really care. Probably in any Step because again, you really can only match their level of popularity, and popularity doesn't really faze them in any way because they've always been extremely popular.

**If Tamarack existed in *Skyrim*, do you think she would study magic, become a bard, or prefer an ordinary life away from trouble?**

I've never played *Skyrim*, but if Tamarack existed in a world where magic was real and it was possible to learn it, she'd definitely wanted to learn how to use magic.

**In the first *Our Life* game, Kyra mentioned that Cove talks to her about the MC. I've always been wondering what specifically Cove talks about with his mom?**

He recounts the events that happened in the other Moments that you've done with him, and he'll also tell her about what MC's interests are, so that will depend on what your MC is like. If your MC enjoys surfing, Cove could talk about how great they are at surfing, or how great they are at art, etc., etc..

**Does Tamarack's hair really shine? I remember the MC said her hair seemed to shine because of the little white specks in it.**

Yes, Tamarack does have literally sparkling hair with visible sparkles in it.

Roughly when do you imagine Tam and Qiu's Step Four sprites will be released? Not until sometime in 2026. Honestly, probably not until after everything for Step Three is finished, because I doubt there will be time for the artist to make Step Four art while we're still writing stuff for Step Three. Before, the art was kind of ahead of the writing because I was writing so slowly, because I was also working on *Our Life 1*. But now that I'm working on *Our Life 2* 100%, art and writing are pretty on par with each other, so there's not really any way the artist could be so far ahead that I'd be like, "Hey, why don't you just go ahead and do Step Four stuff". So, until Step Four is actually in development, there won't be any Step Four art.

**If Ren and Baxter had customizable dynamics with the MC, what would be their defaults in Step One?**

Honestly, their personalities and opinions don't really work with the relationship screen because the relationship screen is inherently a non-antagonistic, or like clashing, type of dynamic. And Baxter and Ren in Step One are not that easy to get along with. They don't accept the MC as easily as the two leads do. I imagine they would be contesting. Baxter would be teasing, but they're not going to be admiring, accepting, or doting towards the MC. They don't accept them! So, it just doesn't really work for them. Plus, eventually, their attitudes can shift in the middle of a Step, which can't happen with the leads. So, that makes it even more complicated, where they can start to see you in a better light and therefore have a different dynamic with you.

**Also, in *Our Life 1*, what would cove Derek and Baxter's defaults be during the first Step that you meet them, i.e. Step One for Cove, Step Two for Derek, and Step Three for Baxter?**

Again, this is probably very forced and not that accurate to try fitting them into the relationship screen. Derek actually works pretty well. He would be teamworking, praising, and doting because he's an inherently friendly guy that you get along with. Cove in Step One I guess would be contesting, unassuming, but again, not really admiring, doting, or accepting in Step One. And then Baxter would be teasing, teamworking, or maybe even deferring, and then I guess accepting.

**What would Step One Tam and Qiu's birthdays look like? Would they throw a party, go anywhere special, have a fancy dinner/dessert, ask for anything specific?**

I don't really know. I don't think I could plan what their entire birthdays would be like and what kind of gifts they want. I imagine that Qiu would have a party and would invite pretty much everybody from their class, and Ren and Baxter as well. Tamarack would probably want to go out to eat and might have a smaller party with mostly just the people from her neighborhood. I don't really know for sure what they'd get as gifts, though. I haven't even decided what their birthdays are yet. I haven't thought much about birthday stuff.

**What kind of sandwich would Step One Tam and Qiu make if they were in OL1?**

Tamarack would make something very sweet and messy. It'd probably be peanut butter and jelly and marshmallow fluff and honey and fruits, on probably white bread. And Qiu would make something more reasonable, probably just whatever lunch meat is there. And then lettuce, and maybe some kind of sauce. I don't remember exactly what all the options were in that OL1 scene. They might like pickles, too, but they'd keep it pretty simple.

[GB Note: These two questions below were missed in the recording. I must've scrolled too far while going through the questions and passed them by. I've answered them here in text.]

**Where did Step 1 Tam learn how to make a paper airplane?**

She learned from her Opa!

**What would be the relationship dynamic between Tam and Qiu in Step 2?**

The relationship dynamic doesn't work great for them. It'd have to be accepting, unassuming, and contesting, but that's not super accurate.

**How old was Qiu when they started going by they/them? At this point, did Ren know she was also trans?**

Qiu started doing that right before going into high school. So, they were 14, and Ren did already know she was trans, but she actually knew it like a year or two before Qiu did. So, she's been aware of it for quite a while by that point.

**If Step Two Tam and Qiu aren't crushing on the NPC, do you imagine they've realized they're queer by that point in their life in other ways?**

I imagine you mean the MC rather than a random NPC. But yes, both of them would be able to realize that. Qiu would be able to figure it out just in theory that they definitely don't have any kind of preference towards gender. And I imagine Tamarack would have realized it by having a crush on a female or nonbinary fictional character or celebrity or something like that.

**How would Step Two Tam and Qiu feel about going to therapy if the MC encouraged them to go? If they tried it, would they continue to go regularly or feel awkward and not go back?**

Both of them would find it very awkward, and Qiu would definitely feel like it's a waste of time, despite only trying it one time and not being impressed that talking to a person one time one hour didn't make a huge difference. And Tamarack, she just wouldn't be ready to talk to a stranger about her real feelings. And neither of them would consistently go to therapy, unless they were actively forced to by their parents/grandparents.

**How old was Qiu when they got their ears pierced? Would they ever want to get more piercings?**

They were 13 years old. And they do get a second hole –wWell, it's actually two more holes – in their ear in Step Three, where they've got a little line earring that goes across. I forget the proper name of it; I used to know what it was. But, I'm not entirely sure if they'd get something other than piercings at multiple parts of their ears. Maybe in Step Four. It's something I'm considering, but it's not 100% decided.

**Typically in America, 18-year-olds graduate high school in the late spring. Then they have the summer off, and then by the fall, they're either in college or doing some other plan for after high school, i.e. gap year or starting working. At least in my circles, it's assumed that if someone is still around in the fall, it means they made the conscious choice to not enroll in college the way most teenagers do.**

**Will this be touched on in the game, or will it just be assumed that they haven't decided yet?**

It will be touched upon and explained. But I can't give any kind of specifics on what the type of conversation and choices and situation will be right now. But there is something.

**If we have jealousy turned on, do you imagine that will affect the Step Four polyamorous route? Will that Step touch on some of the more difficult aspects of balancing two partners at once, or will it be more of a feel-good story, since it's the epilogue? Also, do you imagine the process of beginning the relationship to be covered in game? Totally understand if you don't have an answer since it's still far from development, although I'm not looking for a guarantee. Just curious about your thoughts on the subject at this point in development.**

So, you will not be allowed to use jealousy once you're in a relationship. That ends the jealousy saga of the characters fighting over your attention or whatever. Even if you're only with one person, jealousy is still off at that point, just because I don't want actual relationships to become toxic or petty, so it will not be a factor. But as for the second part, I imagine the Step Four epilogue will be overall a very feel-good story, and if there is any fights or friction, it'll be super minor and short because it is, after all, just an epilogue. There won't be sort of time to really build up and have the proper lead up to a huge blow up. So, it'll just be more typical day to day like frustrations.

**In the last Q&A, you mentioned that multiple characters were designed kind of to be foils to other characters. It seems pretty natural that Tamarack and Qiu would fit into this category, but what are some of the other pairs of characters that were designed to kind of contrast/complement each other?**

Pretty much every character is like a contrast slash foil to somebody else. Serenity in Step Two is similar to how Tamarack was in Step One, but now Tamarack is very different from how she was in Step One. Vianca and Qiu have very much foil dynamics, where Vianca takes everything super seriously and is a real stickler, while Qiu is the entire opposite, but they both have to take ballet together and clash in that regard. There's also Qiu's parents and Tamarack grandparents, but also the older Baumann's and the younger Baumann's, and also Yusef and Opal. There's just a lot of pairs that I like to show different sides of similar types of dynamics.

**It makes sense that there aren't any cameo characters in Project W, considering it's set in a fictional universe lol. But hypothetically, from a game design perspective, if you were going to include a cameo, who would it be? How have you gone about deciding which characters for cameos in the past?**

Well, generally I've chosen characters based on characters who people really would like to see again. You know, the cameos that would make people happiest or that they find the most interesting, but also the cameos that make the most logical sense, where people, when they know that character are like, "Oh! Of course, this makes sense. This is where they were at a different point in time". So, if we're talking Project W, there'd be no way for it to make any actual sense. So, it would be based heavily on the type of characters that I think would fit in the current story that's going on in that game, and also the level of interest people have in it. So, it would probably be one of the *Our Life* love interests: Derek, Cove, Tamarack, Qiu, or something like that. And I'd have to look at the type of NPCs that are already in the game and make sure that I'm not choosing a character that's too similar to someone already in the game. So, that would factor into it. But I haven't decided all the NPCs, so I can't really determine who would really match and mesh with the overall cast of Project W.

**Last question. Sorry for not adding it together before. I didn't want it to look like too much text. Do Vianca and Ren in Step One have anything in common in the sense that Ren doesn't like girls like Tammy, and Vianca doesn't like the male MC? Are their rejections of the opposite gender similar or different? Can the MC get upset or just ignore her? Why does Tamarack feel intimidated by Vianca? Is it because of her personality?**

Ren and Vianca don't really have that much in common. Vianca is a leader. Ren is a follower, at least in Step One. Then she's more of a loner, and then she's more of like, an equal teammate later on. Vianca is very prim and very straightforward and willing to confront people. Ren is definitely more quiet and mostly will mumble complaints, rather than make any kind of bold statement, unless she's really been pushed. They also don't reject people for similar reasons at all. Vianca doesn't want to be friends with men or people who are agender because she feels like they are not going to relate to her or her experiences, and she just wants to surround herself with other ladies, even if they're a demigirl, like Serenity. That's fine, as long as you share in some way relatability to her. In her view, that's what relatability is. While Ren is uncomfortable around girls for a reason that she cannot really grasp when she's young. She just thinks that "Boys don't

hang out with girls, and I don't want to be seen hanging out with girls and doing girl things". But obviously it comes down to sort of protesting too much because Ren obviously likes the concept of girl-ness, and is uncomfortable with that as a child because she thinks she is a boy and she's not supposed to think that way. The MC can dislike Vianca and not want to be around her, but there's not probably going to be a really long fight conversation like you have with the leads in certain Moments. There will be times when people call her out for stuff, and you can be a part of that, but it'd be a lot shorter than the really big focus interactions that you get with the leads. And Tamarack is intimidated by Vianca because she is very intense and straightforward, and Tamarack is shy and self-conscious, and she doesn't really feel comfortable with the fact that someone that she thinks is super cool and pretty is showing an interest in her. Tamarack thinks it's not real, or it's pity, or it's weird that someone like her would want to be around someone like Tamarack. And so, it just doesn't feel like a comfortable, relaxed experience hanging around with Vianca.

**You don't have to answer this if you don't want to, but as a dev, I'm curious, how did you learn to start doing things like organize a team, launch a Kickstarter, or basically start working as a professional game dev? Did you consult people who helped you, or use resources, or went to class for it or anything like that? Unrelated, but thanks for all your hard work, both on the games and in connecting to your community. You get a ton of questions every month. I'm amazed at the length every time lol.**

Well, thank you very much. As for my dev journey, I started out as small time as you possibly can. This is many years ago, back in late 2012, I was a member of a niche forum for the Ren'Py engine, Lemma Soft. And people would just make little games, little visual novels specifically, and other people on the forums would play them and comment on them. And then, people would make threads saying "Hey, I'm an artist or a musician, and if anybody has a project, I'd join with them". Or people could make a post saying, "I'm a writer and I'm looking for artists and musicians and etc.". And that's how I got started, where I just worked with people on this specific forum to make a small, free visual novel. It was totally unprofessional, and you couldn't put games on Steam as an indie back then, and itch.io didn't really exist either. I just put it up with media fire, and so it's just a generic download page for this unknown file, and people just had to trust that it was a game, and then they'd download it and play it. And it was probably a few hundred people who played it. After that, it was a very gradual process to building up a business

and doing things more professionally. I very slowly branched out from posting only on that forum, to having my own social media account, to having multiple social media accounts, to having a Discord server. Originally, I didn't even have a Discord server. It was somebody else, Prince – who is actually still in my server now – they started a fan server, and I just joined it and would hang out there. And it took a couple years for me to decide to make my own Discord that I was running myself. And eventually I stopped using that original forum entirely, and just focused on my own pages. And this was when you could start having things on Steam and having things on itch.io. But I never took any classes on this. If I ever needed like a contract for something, I would just hire a lawyer to write it up for me, and then I would just use that until I needed a change, and then I would hire someone to do that. So, I don't know how to make a proper contract. And honestly, a lot of the way things works are still very casual and not super professional. I mostly just contact the team through emails. We don't have Slack or Google Teams. We don't have meetings or anything, so it's very low key, but it works for our projects.

**Hello, what does Derek actually do at 23 as a job? It's never stated, but he's able to get a two-bed apartment by the ocean in California. That's gotta cost a good some amount of money. Also, what did he study for in college?**

Most of Derek's money came from the fact that he was able to pursue sports as a career and was able to get into a high paying position with that. But then he left that type of life and returned to where his family lived. And during his epilogue, he's just helping his dad with his business, and that business is the scuba rentals/supply sale business that Cliff is also part of. And Derek studied health and fitness and nutrition in college.

**Hey, hope you're doing great. I'm just going to cut to the point. A few months ago, you were asked what you planned on doing after Project W, and if you're planning on making more OL games. Your answer to this has stuck with me. You said that you didn't plan to make more, and that the idea of having a different person make it, but keeping it under the GB Patch title felt weird to you. Do you still feel this way? I think this was over a year ago.**

Then no, I'd say I definitely still don't want to end up in a position where all I'm doing is telling other people what to do. And honestly, I don't think GB Patch could support me doing nothing but hiring other people to do everything. So, I'd like to be able to really

contribute. But the main thing I can contribute is writing, so I just don't think there'd ever be a day where I'm not writing games and it's just somebody else doing everything for me, and then my company is the one getting the recognition and the follows and potentially awards, who knows? It just wouldn't like that, both on a personal level and also just on a reasonable level, where I feel like I should be doing something in this business. However, I would have left it there if you asked me this in any prior month, but literally this month, I thought of a way that maybe, perhaps the *Our Life* series could continue. It would certainly be different in some ways, but not enough for me to think it doesn't fit within the *Our Life* series. It would still have a lot of the overall conceits, though, definitely with changes. And in a way, it could be possible for other people to have more of a hand in it, where I would still be working on it, but other people could also be working on it again, where it's not like OL2 where things are so enmeshed that I can only really do it myself because it would just be harder to explain it to someone else than it would be to just do it myself. So, who knows, perhaps there could be another *Our Life* someday. Maybe even after Project W. I'll keep thinking about it. And I'll also have to see if there's some other project idea that comes up.

**Hello, I love OLBA and have been excitedly following OLNf. This game made me fall in love with visual novels. That's great. I'm glad you enjoy VNs. Sorry if this has been asked before. I did look around, but I know I could have missed something. I was just wondering, is Baxter a vegetarian? I feel like, and again I could have missed something in the game, that he never seems to eat meat. And it made me curious if this was an active lifestyle or a casual preference.**

Baxter does have a specific diet. He's a pescatarian, which means he doesn't eat most meats like birds and livestock, but he will eat seafood, you know, like shrimp and oysters. And he'll use animal products like honey. So, he does intentionally avoid most meats, but not all meats. And he is fine eating eggs as well.

**Thanks for making time for these questions. I've been wondering how exactly will it work with the OL2 MC, LIs, and other characters being newly graduated in Step Three? Will we be able to be in university? That sounds like a huge set of game mechanics and plot devices and alterations, no? What new graduate content can we expect? Will we have flavor text for things like our university and our major?**

I'm afraid I can't really say anything about that, except for the fact that I have ideas in my mind about how Step Three is going to work with MC's current situation in life, but it's not something that I want to discuss until I'm actually working on Step Three.

**Hi! I never really comment much. This isn't really a question, but I just want to say I love your works and the updates and all! Keep it up! You are all doing amazing!**  
Thank you very much for the nice comment.

**Hi, I was wondering if there is going to be more black hairstyles, like more of the creative hairstyles, and some alternative hairstyles as well. I would also like to know if we could add more piercings to our MC, lip, eyebrow, etc.**

There will be more black hairstyle options in the future, and hopefully some more alternative style hairstyles for when you're older. It's not really something we focused on at this point because the characters are younger, but in the future, hopefully. And as for piercings, probably not, because the MC has expressions that can change, and it would just be very complicated to have a lip or eyebrow piercing that would have to move with the MC doll that is shown when the expressions change. It wouldn't be like Serenity, who has piercings that move, but it's included by default, so it's just part of the mouth. For the MC, it would be an extra layer that may or may not even be there. So, I don't know if it'll be possible to add that kind of option.

**I know that Qiu doesn't believe in magic, and Tamarack doesn't think ghosts exist. What would they do if confronted with a reality that had those things: Qiu seeing real magic, or Tamarack meeting a ghost? Specifically for Step One: would Qiu hand wave it as something else, like a trick? Would Tamarack try to fight a ghost?**

Honestly, that's pretty spot on. If Qiu saw real magic, their first instinct would definitely be to assume that they're just being tricked and would refuse to believe it. And if Step One Tamarack was confronted by a ghost, just like following her around or trying to scare her, she would try to attack it and think maybe she could just get it to go away. However, after the fact, once they really did realize this was a real thing, I imagine they'd both be amazed and awed, and also kind of afraid that this sort of stuff existed in real life.

**Thank you for doing the Q&As. This is my second month participating. I always come up with so many questions before the month can end, so I hope the question barrage is all right. I hope you, the team, and David have a great month and get lots of rest. *Thank you very much.* 1. Why does Opal start calling you by your nickname in Step Two?**

In Step One, she thinks calling the MC by their name is the proper parent thing to do, and that nicknames are more for friends and peers. But by Step Two, she's sort of gotten over that kind of uptightness and sort of idea of what a parent is supposed to be doing, and she just calls the MC in the way that they prefer because that's what they prefer.

**2. What are some things that influence the LIs dynamic meters over at least Step One to Step Two? I know in the tutorial there was the example of challenging Tamarack's leadership, leading to her being teamworking or deferring rather than contesting, but I've yet to fully see any non-manual changes from the status quo from people so far.**

That is because I have not implemented any point changes or tracking elements for that throughout Step One, at all. Not even for a single Moment. So, there is no way for it to be altered by your own actual choices because the flags don't exist. I am going to have to do that at some point. Now that Step One is fully programmed, I will be able to start tackling it. But since I haven't really gone over all the choices and menus, I can't give an example of what would change your dynamic and Step Two. So for now, I cannot answer that question.

**3. For when the protagonist can set how far away their previous hometown was, I know "really close" can be fairly self-explanatory, but how far is "not close" or "really, really far", especially in comparison to each other? I know narration can change based on this, so I'm curious if you have any examples or metrics.**

There's never any specific statement given for exactly how far away that is. It really is mostly up to head canoning. I would imagine that "far away" is at least in another state, while "really, really far away" might be the other side of the country, or even a different country. However, if that's not how the player sees it, it really isn't going to make a difference to them. They're not going to know what I personally think about it, and they'll be free to think whatever they want.

**4. Do any of the Step Two kids use social media? If so, what would their usernames be? Would they have a lot of followers, or keep a private account?**

That's a fun idea, but I have no idea what their usernames would be. I wouldn't be able to think of that off the top of my head, but they probably all use at least one social media to some degree. Qiu might have it be private, but the rest of them likely wouldn't. But none of them would have a large follower account. It'd mostly just be other people in their small town that they know in person, and then some of them might have a small amount of internet friends, but none of them would have thousands of people following them.

**4.5. On a similar note, do they keep any special or silly contact names on their phone, or just keep it simple?**

I imagine Ren would keep it really basic, while Qiu would probably do funny, like maybe very seriously having Mother and Father instead of Mom and Dad. And Tamarack, she'd be more cute and affectionate with her names, at least if she was close to somebody. She could have MC as like Bestie in her contact if you were best friends. And Baxter sometimes adds punctuations to contacts, like an exclamation point if he's particularly interested in somebody. But he probably wouldn't have many people like that in Step Two of *Our Life 2*. He also adds info for how he knows somebody. Like if there's somebody he knows from dance or school or some other activity he's a part of.

**5. Is MC able to struggle with their own gender identity in Step Two? In the public preview, as far as I'm aware, we can announce that we are non-binary or male or female, and MC seems fairly firm in that decision, even if they can be nervous sharing it. I understand if it'd be too much to code, but I was curious. Mc also says that they wouldn't want people calling them the wrong stuff when Opal offers to tell everyone about their new pronouns.**

I'm afraid having it be ambiguous, or using one set of pronouns with one character and another set of pronouns for other characters would be too difficult. The coming out scenes are there so that you can decide what you're going to be called this Step. And though you'll still be able to express uncertainty with your gender in some conversations, and talk about how maybe this won't be how it is forever, you do have to definitively say that "These are the pronouns that people are calling me in this Step, and I don't want to not use these pronouns". Because the point of choosing those pronouns is so that you can use those pronouns in the story. And it obviously in real life can go

plenty of different ways, and you can be more detailed about how you want pronouns to be used, but we can't do what coding wise. So, it's just got to be your current set of pronouns is for sure what you want people to call you, even if later on in life you change again. And that's still okay, there's nothing wrong with using one set of pronouns, and then using a different one later.

**5.5. Additionally, this might be a question better suited for the critique channel on Discord, but will we get further clarification on the gender options for the MC? I understand that non-binary can encompass a whole variety of terms, but having the menu have specific examples under it would be great. For example, would a demigirl or demiboy want to pick “non-binary” or “female/male”? And if they pick one or the other, how does that affect the options they have? I know if you're non-binary you can say that you're “kinda” or “sometimes” a girl/boy, but I feel as if that not being clarified until later on can lead to some confusion among players.**

I'm sorry to say no. I kind of already mentioned that in an earlier answer, where we're not going to have demiboy and demigirl on the customization screen. It's up to you to decide if that's what your pronouns mean, but it would just be too restrictive if we made those terms a preset situation that had specific pronouns, rather than you just deciding if you identify as non-binary or not. And you know, it's just up to you if you do identify as non-binary or if you don't see yourself as non-binary. The more specific we get, the more I think it will sort of box people out of being who they want to be, because I don't think we need to decide that if you are a demigirl, you must be non-binary. But that would mean, in the code, we don't have any answer on whether you identify as non-binary or not. So, we just have to make you decide if you are non-binary, or if you identify as female while being a demigirl. So, it's just never going to be that pre-decided for you.

**6. How would the *Our Life* LIs feel about the MC overusing or straining a limb? We know they'd try to help, but how worried versus strict would they be? Would their approaches differ (i.e making sure they still had fun, doing things for them, making sure they didn't strain themselves further, etc.)?**

Unfortunately, I can't really answer these kinds of questions. It depends on their ages, your relationship with them, the dynamic that you have. And I just can't really come up with entire scenarios for what they would do in specific situations off the top of my head. So unfortunately, I'll have to skip that one.

**7. Will we ever have an opportunity to talk about/discover our MC's heritage outside of picking it in the prologue? Such as discovering it in Step Two+ if they didn't remember/care in Step One.**

Yes, but not really that often. Those choices are there mostly for people who don't want to have to enter that kind of information. But there could be maybe like one other Moment in each of the Steps where you could decide it if you haven't already decided it.

**7.5. Will it/their culture? Ever come up again outside of "Fancy Fun", or potentially the Mid-Autumn Festival? I understand that it'd be difficult to implement, but I think potentially getting to bond with the LIs or other characters about these things would be so fun!**

To a degree. There's the cultural clothes that you can wear and have Tamarack comment on in "Fancy Fun", but being able to choose those clothes, which will be from specific cultures, will be a way in which it can be a specific culture that you didn't type in yourself. But for the most part, every time your culture comes up, it is a "type in your own" type of deal where it'll be like, "I cooked lunch that was specific to [insert the culture that you chose]", but the game won't be able to then list a type of food from that culture, because there's just so many cultures in the world. It would take hundreds of alterations, and then it might not even be the right food that you had in mind. So, while you will be able to occasionally choose to do things that are connected to your culture and heritage and ethnicity, it's not something that we can really go into any amount of detail on.

**8. Why/how did you come up with the name Sunset Bird? How about Golden Grove?**

Sunset bird I came up with pretty-on-the-fly because I was creating a design doc for the town exit, and I wanted there to be a sign saying "Now leaving this town". And I was like, "The town actually doesn't have a name, I need to come up with a name so that the background artists can put a name on this billboard exit sign". And so, I just sort of sat there for a little bit and thought about what felt like a California beach town kind of name, especially like a tourist trap sort of place. And that's how I just came up with the kind of generic, pleasant Sunset Bird. But Golden Grove I chose based on the fact that it's kind of like Cove Holden: Grove-Cove, Golden-Holden. And also, it sounds autumnal, and there are groves and stuff in Oregon, so I felt like it did fit with that state.

**9. How tight on money were Opal and MC prior to moving to Golden Grove? I imagine Opal wouldn't legally be able to go through the procedures to have a child on her own if she wasn't able to support them fully, if it's anything similar to the adoption system. But she and MC were still stated to not be particularly well off in the past.**

I've never gone through that process myself, but from what I understand, it is a lot less strict than adopting a child that already exists. It seems that mostly, as long as you're healthy, and you or your insurance can pay for the process, and it generally seems like you'll be able to go back to work, and there'll be someone who can look after the child while you're at work, that's mainly the concerns. And there's not a strict looking into your background and your finances and making sure they're not handing over a living child to somebody who is not fit to have that child. But giving birth to your own child, there is not that same sort of strict look into the life of this person, and it is closer to how people could have had a one-night stand and gotten pregnant, and nobody would be looking into her situation for if she's suitable as a single mother. And so, getting pregnant through artificial insemination seems to be kind of that vibe, where they're just like, "Yeah, I mean, I guess if you can have this child, go ahead and have this child". Now for your actual question, they were tight on money, but not in poverty, where she had some savings, but it was definitely a situation where it would be a bad time if they had a really big expense come in. And they could only do things like buy new stuff or go out to eat once or twice on per paycheck, and then they'd have to wait for another paycheck to come in to do something else.

**10. When they're adults, would Qiu/Tamarack ever be open to helping an MC who struggles with depression/some form of disability with things like showering or eating given they were dating/cohabitating? Or would that be too weird for them?**

That would not be too weird for them. If they had a partner who needed help with some things, they would help their partner with those things.

**And here are some more Step Two centric questions. I hope writing is going well regarding that, and I'm always excited to see what's to come. 11. If Step One Qiu and Tamarack met their Step Two selves, what would it be like? How would they feel?**

Well, the Step One versions of them would be shocked and disappointed, and think this is all wrong or totally fake. And then the Step Two versions would be like, "Oh, this is embarrassing. You poor foolish children".

**12. How would Step One or Step Two Tamarack feel about a "Girls' Night"? Either with just the MC, or maybe with Vianca/Serenity too. Going shopping and stuff, dressing each other up, doing each other's nails, skin care, and all of that sort of stuff.**

It would depend on if she was friends with the MC or just neighbors, and if Vianca was there or not. Tamarack would be very awkward and shy being a part of a Girls' Night with a neighbor MC or Vianca. But if it was with a friend MC alone, or friend MC and Serenity, she'd be having a grand old time! That'd be great.

**13. Are we able to match outfits with the LIs or even just have silly matching corsages, etc. in "Homecoming"?**

No. Sorry, you cannot.

**14. If Qiu and Tamarack had the customization dynamic meters in Step Two, how would they look at the start?**

Qiu to Tamarack would be contesting, unassuming, and accepting. Again, it actually doesn't really work that much when it's not them to the MC, but Tamarack would be deferring, unassuming, and accepting.

**And lastly, a question for David. Dear David, how much trouble do each characters' names give you in the transcript? Who gives you the most? Thank you for reading all of these. I wish you the best.**

Thank you for the questions!

I'm gonna leave that off for today. We're about one hour into the recording, and I'll come back and record more question answers another day.

Hello, everybody. It is now another day for me, so I'm going to continue answering the other half of this month's questions.

**Thank you so much for all of these Q&A! I hope everyone is doing well. *Thank you.* My question is, what would Qiu and Ren's dynamic setting be in Step Two, since we already know what it would be in Step One, and why?**

That's another one that's not really that interesting because it doesn't fit that well. I guess Ren would be deferring, and Qiu would be contesting. Maybe they would be teasing, but possibly unassuming. Ren would be unassuming and accepting, and Qiu also be accepting.

**Hello hello! Hopefully this hasn't been asked before, but are there any plans to make OL2 compatible with the Steam Deck? OL1 runs into an issue where it doesn't play nicely with the in-game text boxes, and requires some roundabout measures to get it working, so I'd be delighted that was fixed in OL2. Regardless, I hope you're both doing well, and thank you to David for the transcripts. They're the easiest way for me to read these Q&As.**

Well thank you. We do want to make it Steam Deck compatible. I don't know if it'll be perfect verified status right away, but it is something that we're keeping in mind. And by we, I mean Shawna. They're the one who is handling that.

**Hi. I hope you and your team are doing well. My questions are a little silly haha. 1. Since it's summer and you know OL1 is based on summer and such, I'm curious, how would the OL2 cast (Qiu, Tamarac, and Renee, but Vianca and Serenity too if you have an answer) would spend their summer?**

Honestly, it'd be pretty similar to what they do in fall. They'd just have more time to do it in the earlier Steps, since they'd be out of school. But they'd just do their usual hobbies, hang out in their usual places. Golden Grove does not change very much in the summer. It's not like they could go to the beach or something. Maybe the Murrays might take more camping trips and go out to a lake or something, but they do that even in fall too.

**2. What would the OL1 boys be like as uncles in a far, far future. Like, say, one of Derek's brothers had a kid of their own or something. I'm not sure what example to use with Cove and Baxter, lol.**

Well, Derek would definitely want to be like a cool uncle who does a lot of fun things with the kids and is somebody that they are excited to have come over. He'd always be willing to babysit them, etc. etc. He's used to taking care of people younger than

himself, and so he'd be able to do a good job as an uncle. Cove would probably be both more and less nervous to interact with kids that were not his own, but were still part of his family in a way. It's not his own children, so he's not become a parent with that full responsibility, but also the responsibility of a child that's not even your own – like he can't set the rules, he doesn't know for sure what's best or not for someone else's kids – that would be a different type of anxiety. But he'd still want to be in their life and he'd do the best he can, but he'd definitely be looking to the parents for a lot of guidance. And he could be an uncle if he married the MC, and then Liz got married and had a kid of her own. But also, because the Suarez family is very connected to the Holden family, I'm sure he'd be present in the lives of kids that any of the Suarez boys had, and he'd be like an honorary uncle to them. Baxter isn't that great with kids either. He struggles to have a fatherly or uncle-y connection to them, even if it is his own. He definitely treats kids like little adults for the most part. He doesn't know how to act like a kid himself, but he tries, and he'd at least respect them and listen to them. But he would be very overwhelmed if he had to watch somebody's kids because he's their uncle.

**3. Kind of silly... why does Cove wear skinny jeans in his ORCA outfit (at least in the art book), unless he like has to for uniform? But it seems kind of funny in blazing heat that he's wearing skinny jeans. Thank you! Have a good day and make sure you're staying well hydrated in the heat.**

Thank you. Do you mean the ORCA shirt where it's got the ORCA logo instead of the outfit he wears to the ORCA event? Because when he's wearing that t-shirt, I believe he just wears whatever pants he has in his casual outfit, so it's not always those pants. It just depends on what his overall outfit is, and it's only the shirt that changes.

**Hello GOAT! Y'all never cease to impress me with hosting these monthly Q&As, despite how busy y'all are. I hope our other GOAT David, and the team are staying cool this July. Skip us questions for whatever reason, if you so please hehe. Well, thank you very much. 1. You stated that Tams and Qiu aren't fluent in their parents'/grandparents' first language, if I remember correctly. Do either of their reading or listening comprehension skills surpass their speaking skills in German/Mandarin? I know that's the case with me as a first gen English speaker lol.**

Tamarack doesn't really know German at all, besides maybe just like a handful of words, but she would not be able to listen to German or read German. However, Qiu does have

a level of listening skills and can read to a very minimal degree, but they really would struggle to speak it at all.

**2. Regarding the challenging nature of writing OL2's Step Two, is there any element of writing this step that you have particularly enjoyed or found especially interesting as opposed to Step One thus far? Or rather, what's been your favorite part of writing this step so far?**

Overall, it's probably the fun-time-getting-along type scenes, whether it be with both the leads and the MC, or just like a one-on-one scene with the MC and a lead. Those still are not as difficult to write as the more angsty-fighting-not-on-good terms type of scenes. So, when they're just like out and about doing some kind of activity, that's still fun to do.

**3. Very generally speaking, what are the Baumanns' impression of Qiu in Step One? What are the Lins' impressions of Tam in Step One, and in what scenario did they first meet her?**

The Baumanns have known Qiu since they were born, so they definitely have a very strong understanding of them in Step One. And they think they're a very good kid, very trustworthy and reliable and someone they want to have a positive relationship with and to be the surrogate granny figure and kind of grandpa figure for Opa. Neither of them would have a single bad thing to say about Qiu. For the Lins, they meet Tamarack just around the neighborhood not that long after Qiu meets her because they go and tell their parents about it. And they think she's a very sweet, lively child. Definitely more rambunctious than they've had around. And they considered their kid to be pretty mischievous, but Tamarack is even more so. She's a whole new level. And in a way, they like her free spiritedness, but they also are surprised by how sort of freewheeling she is to do whatever she wants, basically.

**It was sad that there wasn't an option for the mission Cove in OL1 to stay in Sunset Bird. The closest we got to was that "backup plan" pretzel shop that the two made up while their families were celebrating the MC and Cove's graduation, (which is more of a daydream/fantasy rather than something that they would do). Could we have the option to decide to stay in Golden Grove or return to live after going to university/college? Whether MC moves back in with Opal or maybe somewhere else in town? I'm sure there are plenty to happily ditch Golden Grove**

**for greener pastures/larger towns/cities, but after so many years, it kind of becomes part of the family.**

The tricky thing with that is the Step Four epilogue takes place over multiple days, which means they go home or to wherever it is that they're staying at night time and they spend the night there, and we can't make a house for the MC as an adult because it will require so many alterations. It wouldn't just be decorating one room, it would be deciding an entire living arrangement, whether it's even a house or an apartment or something. And it would just be such a huge undertaking that in *Our Life 1*, we just had them staying in a hotel, and if they lived in Sunset Bird, it would make no sense if they were staying in a hotel. And I can foresee a similar problem happening in Step Four of *Our Life 2*. However, maybe living with Opal, or perhaps if Opal wants to move into a smaller place, or just a different place, and then the MC could live in that house, that could be a way for you to be living in Golden Grove, but that would be the only way, is if it was still that house that we already have backgrounds for. And you could change it to a degree, but it wouldn't be an entirely from scratch living situation. So, I can't 100% guarantee that you'll be able to live in that house, but it is definitely something I'm keeping in mind.

**Hey, hey! Quick question- is there ever going to be a chance for people to get their hands on the XOD art book? Whether it be as an influencer gift or otherwise? Thank you!**

Probably not. That's a file I'm not sure I have anymore, unfortunately. There's some things from long ago that I just don't have the access to.

**Hello hi! I recently found out about Qiu's ADHD while digging through old asks on Tumblr (I had a suspicion and I'm glad I was right lmao), so now I'm really curious if there are any other neurodivergent characters in the OL2 cast? If you don't have an answer for this, that's totally fine.**

Not really, not with any of the main characters for sure. Tamarack is somebody who has a lot of anxiety and would have anxiety as a condition when she talks to a doctor or a therapist. But that's not really neurodivergent, like ADHD is. It's a mental health condition, so she still has her own struggles, but none of them and characters are autistic, for example. Unless you had canon that your MC is.

**Hi, hoping you're having a good day. *Thank you.* Got two questions. First, and sorry if this has been asked before, if Tamarack and Qiu are jealous, will they only get jealous of each other, or when MC talks to other people as well?**

Overwhelmingly it is towards the other lead, but that's because mostly that's who you're around. It's not that common for you to be talking with a lead and a side character without the other lead also being there. Or if you're talking to a side character, maybe neither of the leads are there, so it's just not a common enough situation for it to really be a way to have a lot of jealousy.

**Second, if MC enters a relationship with Qiu and Tamarack, would either be open to date other people in the future, or are they both going to stick to only dating the MC?**

Well in canon, and the stuff that's in the game, they are only dating the MC. And I would say realistically, they probably would only continue dating the MC and focus on the relationship between the three of them, instead of pursuing more people. But if people want a head canon that they are also dating someone else, it's not a big deal.

**Okay, we know how Baxter's initial concept was being an arrogant/smug boy band member for the XOXO series, until the idea was scrapped, and we have the Baxter we know and love in OL1. If Derek were in the XOXO group, how would they act? It's hard to picture them as an XOXO boy tbh, they're so cute and wholesome.**

I also can't really picture that, but the only thing the different versions of Baxter had in common was the concept of this guy who eccentrically only wears black and white greyscale colors, and his name is Baxter, and his last name started with a W, so his initials would be BW, black and white. And they really don't have anything else in common besides that. So, if we're just going with like a super vague aesthetic type of similarity, then Cove could be a stereotypical surfer bro dude who is so interested in surfing that he doesn't even care about people. He only cares about the ocean to a degree that's like even meaner, and his sort of friendly, wholesome, sensitive, sentimental side just probably wouldn't exist at all. And then Derek, of course, could continue being a sporty guy, but he also would not have his responsible, really friendly, super helpful kind of attitude. All that would be gone. I guess he would just care about whatever it took to win, and I don't know, maybe he'd treat everything like it's a

competition and he's always trying to win, and he can't handle losing at anything, or even a perceived loss. So that could get him in the jerk squad.

**I think this question has been answered before, but what did Baxter think about MC if they kissed and cuddled, etc. in Step Three? He says he's a suitor of the season and obviously wouldn't think of anyone else the same way he thinks of himself, so even if MC sees him as a partner, could teen Baxter manage to see MC as an SO even with the way he thinks about himself?**

No, Baxter isn't able to think of the MC as a significant other during that Step Three time period. He's somebody who is enjoying their company and having a very nice time, and he believes that they're enjoying his company and they're having a nice time, but he doesn't see it as any kind of committed relationship that has significance.

**And, and—for sanity's sake, even though Nate is a very detail-oriented person, busy body, would he appreciate a slow morning? I feel like he'd want to do something all the time. Maybe when he's older, he'd appreciate a warm coffee, breakfast, and some morning cuddling if the man has time for have an amazing day last night and thank you for answering to the best of your abilities.**

Thank you. Nate absolutely would not want a slow morning as a teenager. That would make him extremely stressed out. He does always need to be doing something all the time and making progress and feeling productive, but he does lighten up a little as he gets older, so he probably would want to have his mornings be a bit slower, as long as he isn't running late for anything. But then once he got into the workday, it would be back to very seriously focused on getting stuff done.

**Hi! When looking at the sprite, we never get to see the shoes, so it got me wondering what shoes does everyone (Tamarack, Qiu, Ren, Baxter, Cove, and Derek) wear, and if they like a certain type of shoe?**

It does change with what Step we're talking about. In Step One, Tamarack wears yellow rain boots and Qiu has red sneakers. In Step Two, Qiu is wearing these gray white sneakers, and Tamarack is wearing pink boots with some fur around the edge. Cove wears these little black shoes as a kid, and sandals as a teen, and then sneakers when he's older. Baxter has fancy black dress shoes, and Derek is pretty much always wearing sneakers. Renee also wears sneakers as a kid, but then she mainly wears

hiking boots around, or just fall autumn style boots for the cold weather. And I don't really have any kind of specific brand in mind.

**Also, since Renee is my favorite, I can't wait to see her in Step Two. I was wondering if you had any fun facts about her? Thank you so much. Have a good day and good job to everyone.**

Thank you. Well, on her Step Two sprite, you can see that she's got little yarn bracelets. And a fun fact is that she made those herself while on a camping trip. I did really want to have a scene where she made a bracelet for the MC, and that's why that's part of her design, but unfortunately, we can't do her DLC. So, that's a really sad, fun fact.

**Hey, my question is, how has making visual novels developed you as a person and as a creator?**

As a person, it's definitely made me more responsible, and I've developed a lot of skills I didn't think I would have. Like, I never really expected to be a boss, basically. And so, it feels weird that I am in charge of these projects, and people working with me sort of need me to tell them how everything's going to work. And I definitely wouldn't have expected that of myself before I got into making visual novels as a business. As a creator, I've definitely changed in how I make things, and my abilities to create things, and my priorities and intentions of creating things. When I was younger, I was definitely making things entirely for myself. I never considered even for a second what the people playing would think of it, or even if it'd be easy or understandable or anything like that. I was just doing whatever I wanted. And nowadays, I'm definitely a lot more considerate of the people who are trying to interact with the things I've created. And I'm still doing the kind of games I want, but also with an intention and a purpose of it being something that other people can also enjoy, and not just me. And funnily enough, for many years I was the kind of person who did not see a need for customization in visual novels. I liked when the MC had a set personality and I made games with MCs with set personalities and appearances. And in other games like *Harvest Moon*, when they started adding customization, I was like, "Oh, how weird. What's the point of this?" And obviously, over the years, I've come to learn that customization is very important and it's not reasonable to just say, "Well, play a different game" because there aren't that many games for the wide range of people out there, and it's very often just the same type of main character that exists over and over again. So now I'm very intentional with wanting to have games that have a lot of customization in appearance and in personality.

**Hello again! I asked last month about Step One Qiu's thoughts on hugs. I think it's so precious that he thinks they're a little embarrassing haha. So, this month I was curious about Step Two Qiu. Does Step Two Qiu think hugs are childish slash embarrassing from the MC?**

For the most part, yes, they still definitely lean towards like leaning into each other or like loosely having an arm over them. But like a full chest to chest, arms around the back or shoulders type of thing, that kind of hug it is still pretty embarrassing for them. They feel awkward doing it, and they rarely feel awkward.

**Hey, I hope the team is doing good. *Thank you.* So, for my question this month, this isn't really *Our Life* or game related, it's more of a personal set of questions directed to the dev team, to be honest, so feel free to skip if you find it unnecessary. I just wanted to ask: 1. what were the team's favorite games growing up?**

There were definitely a lot of games I really loved growing up. I wouldn't be able to list them all. I could say that I had a lot of siblings, and so there were a lot of games to play, but the very first game that was given specifically to me was *Kirby and the Crystal Shards* for the Nintendo 64, so I've always remembered that; that was my first official game, but not the first game I ever played. And then, of course, my obsession growing up that I bring up often is the *Harvest Moon/Story of Seasons* games, and also *Rune Factory*, though that only came out later on when I had already played many *Harvest Moon* games.

**2. What games inspired you to be a game dev, and what game inspired your writing style the most?**

So obviously, *Harvest Moon/Rune Factory* was a huge inspiration to be a game dev, but also the *Tokimeki Memorial* franchise is another thing I took a lot of inspiration from in my earlier games. I'm not sure any game inspired my writing style the most, especially early on. It was definitely more like the internet's overall sense of humor, where things like very strong, strange personalities that usually have a lot of character flaws is what's considered the funniest, whether they're a jerk or whether they're just very weird. That was definitely a thing back then when I was writing games, and that's how a lot of my early characters were.

**3. Finally, what games are you guys currently hooked on? That's all. I hope you guys pace yourself and remember to take breaks (because burnout sucks frfr).**

I gotta say it, it wasn't that long ago that *Rune Factory: Guardians of Azuma* came out, and I was definitely hooked on that. Though I have finished it at this point because I was playing it nonstop since it came out. But yeah, I really liked that one. And then recently I finished an indie game called *Kulebra and the Souls of Limbo*, and I thought that was super great. I'm a big fan of it.

**Hi, I hope you and the team are doing well! I don't know if this has been asked already, but do you guys plan on adding a way to delete saves instead of just writing over them when in game? I figured I would ask, as I have been wondering about this for a while. Hope you all have a nice day and stay healthy.**

Thank you. If you mean either of the *Our Life* games, there is a way to delete them on Windows/Linux/Mac where you hover over them and hit the delete key on your keyboard, and then it will ask if you want to delete the save or not. I don't think there's a way to delete saves on the Android version. I think we might have been talking about that, me and Shawna, but I don't know if something was ever implemented for sure.

**Cove, Qiu, and Tamarack all have songs in the game named after them. If you had to imagine songs for Derek and Baxter or other characters, what would they sound like?**

Well, I'm not a musician. I'm not that good at describing what music sounds like or what genre it is, or often even what the exact instruments are. So, a lot of the musical sensibilities do come directly from the composer. But in a very vague description, I would definitely say that Derek would have something very fun and lively. Maybe something like the fun track from *Our Life 2*. And Baxter would have something more smooth and classical that you might dance to, rather than run around to.

**Congrats on Step One done! Your guys' hard work is so, so appreciated. Thank you. 1. This is just something I've always been curious about ever since I played. When you tell Step Three Baxter that people are allowed to know your dating, he says my parents are likely to hear the news eventually. And he mentions dating MC to his mother on the phone at the lodge. Did he always announce to his parents when he was dating someone? Or was the MC a special case? It always struck me as an interesting thing for him to do, given his personality at the time.**

At that time, Baxter is still quite enmeshed with his parents, and he's 100% dependent on them. So, he does view it as quite normal to tell them if he's involved with somebody. He won't tell them any random flirting encounter or like one off thing that he has, but if he is consistently seeing someone, he will let them know about it.

**2. Would any of the Lis need glasses slash reading glasses once they reach middle age and older? Would any of them be annoyed about their hair going grey?**

Eventually all of them would need glasses at some point if they lived long enough. Baxter would probably find having to wear glasses the most annoying, while Derek wouldn't really mind it because his dad has glasses and he does admire his dad a lot, so he'd feel more like he's becoming a man like his dad. But Derek would probably not like his hair going grey, while Baxter would find that a pretty funny considering his habit of dyeing his hair when he was younger, and now he's getting that kind of effect naturally. As for Cove, glasses has always been a thing for him, so no change there. And he would feel a little bad to have his hair go grey because he does like his seafoam green hair, but he wouldn't be able to dye it because he wouldn't be able to find a hair dye that perfectly matches his natural color, because it is unusual, even in that universe.

**Hello, my question is, how does Qiu feel about motorcycles since they're kind of similar to bikes? Would they at least try riding one?**

They do think those are cool and they would want to try riding one. I don't know if they would make it like their main way of getting around. It probably would be a for fun hobby thing, like riding a dirt bike around a course, rather than going to work on a motorcycle. But yeah, they definitely think they're not bad. But normal bikes are still better.

**1. Are the DLC Moments being released at the same time as the full game?**

Yes and no. Some of the DLC will be available with the base game, but not all of it, so there will still be more content to come after the initial launch.

**2. Will the DLCs be separate Moments like all F1 or altogether?**

The DLCs are separate Moments except for the wedding DLC, which is just one long event.

**Congrats with moving on to the next stage! I'm so excited for the full release!  
We're cheering the whole team on. You have our support!**

Thank you very much.

**I hope I'm not late. This is my first time asking a question. I'm sorry if these have been asked before. 1. Once OL2 is finished, how will the jealousy and envy options work? Will they be manual, or can the options be pre-determined depending on what you chose in the previous Step? I hope this was clear.**

It was clear, you don't need to apologize for asking questions. It will be something you have to set manually. It won't be predetermined because I don't want people to feel bad that the choices they made somehow led the characters to being jealous when that potentially might not be what they want. So even if they can turn it off, it still might have affected their feelings towards what happened. So, because it is kind of a potentially negative thing, something that people might avoid, you can't just accidentally set it to happen.

**2. For Baxter in OL1, would he feel jealousy towards others if he's dating the MC?**

In Step Three, he wouldn't feel jealousy at all. He would feel no ownership towards the MC, and it would seem totally normal and natural that other people find the MC attractive and intriguing. In Step Four, he also wouldn't really be jealous. He'd feel quite inadequate, and maybe he might feel bad, but not because he's jealous, but more like because he doesn't feel deserving of having a caring partner.

**Have a great time team! Thank you. 1. Has Baxter ever been deeply affected by a wedding vow at one of the weddings he planned?**

I would say almost certainly. I can't imagine what it would have been, but I'm sure seeing people talk about how they truly love each other and are determined to stay together forever, probably could have moved him and make him feel kind of wistful about what he thinks he'll never have.

**2. If Baxter and MC had a fight during a particularly stressful time and it was his fault, when would he be the one to make the first move towards making up?**

**Thanks!**

Because Baxter has a history of avoiding his problems and trying to keep his distance from the MC for his own reasons, I imagine it would not take very long for him to snap

out of his anger and realize he can't be going back into the habit of shutting the MC out and putting distance between them. And even if they're fighting, it needs to be resolved rather than to fester.

**Hiya, fellow writer here, currently obsessed with the kind of character-focused storytelling you're giving us in the *Our Life* games. I really admire how you make your characters come to life. Well, thank you very much. I wanted to ask about your approach when sitting down to create a new character. Do you just start writing and let their personality and history come to you? Or do you have a process you follow first to get a good idea of them? If so, what does that look like for you? Is there a trick that helps you get inside their head and understand how they think?**

I do have a process, sort of. Nothing set in stone, and there's not like a specific info sheet I try to fill out for every character, but whenever I'm making a new character it will depend on if they're a main character or a side character. But the first thing I do is I consider the tone, and setting, and genre of the game I'm making, and I keep that sort of first and foremost in my mind when designing the lead characters. In the *Our Life* games, they are heavily inspired by the season and the location the game takes in, intentionally so. I want them to really embody that kind of vibe. Then obviously, the overall intention of the story is also something that I use to determine what the character's personality is going to be. And then because I've made prior things, there's a lot of comparing and contrasting to existing characters. I don't want it to be exactly like a character I've made before, but sometimes I also like to have ways in which they are similar to some prior character in like a different way, but there's some connection there. And then obviously in *Our Life 2*, having contrast between the two leads was very important, but also having similarities between the two leads. And then creating the side characters, who were also having a balance of similarities and differences, and also ways that would make them interesting for the player to interact with, to sort of give them a different kind of experience. Give people a reason to talk about something else, or to act a different way than they would with somebody else. So, there is a lot of consideration of how it will change the player's experience as well. Another thing I really like to think of is I like characters to go through very obvious changes, especially in *Our Life*, because there are entire different time periods. So, coming up with ways that they can be different and sort of setting it up earlier in the story for the changes that come later is another big way of planning out what the characters will be like. But there are a lot of things that do just come to me as I'm working on them. I don't plan every single

thing out ahead of time, but there is definitely a clear vision of what the point of this character is. I don't really know if I have a trick for getting into a character's head, but I'm usually able to write the character by just remembering the things I already know about them, and by keeping in mind that point that I've come up with. Like "What am I doing here? Oh, it's X, Y, and Z". And so, the character is going to behave in X, Y, and Z way because that's what this character was made for.

**Hi again! It's been a little while since I checked the Patreon and saw all the Step One Moments have been made. Congrats! I loved every second of it! Thank you. I'm glad. My question is, does Qiu still like the nickname Autumn in Step Two? Or do they dislike it? Or maybe they only like it when the MC uses it? Thanks!**

They're not the biggest fan of that nickname in Step Two if that's all people call them. They don't mind it if the MC or Ren sometimes calls some Autumn, but they don't like if they won't speak their actual name.

**Are the voiceovers for the Step One young characters (Baxter, Ren, Qiu, and Tamarack) going to be added to the game when the public demo on Steam, and Itch is updated this fall?**

No. I don't really want to add just the kid voices when there's no adult voices, especially in a public file, where a bunch of people who don't know how the development is going will probably just be confused, and why only these people have voice acting. So, until the adult voice acting has also been made, the demo won't have the kid voice acting.

**Is there going to be a separate downloadable voice name pack for Qiu and Tamarack like there was for OL1, or is it going to be part of the game itself (Steps One through Three) when the game goes gold/full game on Steam, Itch, etc.?**

It will be a separate downloadable file. I mean, maybe we'll have to even split it up into two files because it's going to be really large. There's a lot of names, but it will definitely be separate rather than included by default.

**Hi! Hope everyone is doing well. Thank you. My question is about current projects. Will you guys ever pick up working on any old projects and can you name them? It's okay if not. What projects would you say are definitely scrapped?**

*Florette Bond* is definitely scrapped. The remaining *XOXO Blood Droplets* storylines are scrapped. There is this much older game called like Project Reflection or something

that's been scrapped. And then *XOXO Reunion* is scrapped. So unfortunately, it's multiple games. But a lot of them just had things where we ran out of time, or key people on the team just had to leave and it was just too difficult to replace them. So, I'm definitely not going to announce games that I can't be sure will be completed in the future. But all those games, it just won't be possible to bring them to completion nowadays.

**Hello! Thank you so much for your hard work and for the amazing games and characters you shared with us. *Thank you.* And thank you David for your hard work too. I have questions about my favorite set of German grandparents and our angel princess: In Step One Omi (and I guess Opa too) seemingly finds Tamarack and MC's obvious crush on each other as amusing puppy love. In Step Two, I assume Tamarack would try to be less obvious about her crush. Would they still pick up on it? And would they be worried because of how young the kids are, still think of it as puppy love, or would they support it as something that could potentially be meaningful in the future? And would Tama ever come to them for romantic advice? Or would it be something she would rely more on her friends for? I don't mean in game, just what you personally think.**

She definitely wouldn't ask her grandparents for advice. She thinks they're old and they wouldn't know how dating works these days. Or she would think that they can't understand what she's going through because she can't really conceptualize that they were teenagers once, too. You know, that was ages ago, because, again, they're so old. But she would also try not to make it too obvious that she has a crush on somebody. However, Omi and Opa would still be being able to get an inkling of it, especially Omi, who's really got an eye for that kind of thing because she is nosy. And she would think it's very sweet and wholesome and precious if Tamarack liked the MC. She wouldn't be 100% convinced that they're going to get married, but she might jokingly want them to get married and be thinking of future children-in-law. Opa would be a little bit more on the reserved side, where he would be concerned about whether this is going to be good for Tamarack. He wouldn't want to see her upset over it if it doesn't work out, or stressing over it, even if she hasn't been rejected, but she's just constantly worrying about it. He sees sort of the downsides of romantic feelings more than the good side, but he would still support her and want her to be happy. He wouldn't try to stop her from pursuing some kind of relationship. But he'd be worrying about it, even though he knows the MC and knows that overall they're a very good kid, even if you're kind of a rule

breaker. He still couldn't help but worry about how this is all going to go. Because he knows that maybe teenagers aren't the most emotionally mature. So, who knows how it will work out.

**Hello GB and David. Hope you have both had an amazing July and are doing well. Thank you! Of course, if you cannot answer these questions for whatever reason, then please feel free to skip them. 1. How would Step Two Qiu feel about having a crush on an MC that is very shy or hesitant to show that they have a crush, such as avoiding being too close or clingy with Qiu?**

That would depend on the dynamic that you have together. Obviously, they can be teasing or doting, so it could go in different ways how they approach an MC who's acting shy. It wouldn't bother them, and it wouldn't make them doubt that the MC likes them, if you have a crush on Qiu, then they are aware of that.

**2. From what we see in Step Two, Qiu doesn't spend time with other people like they used to, and even their friendship with Renee is strained. So, what would trigger the MC to be jealous over Qiu's attention? I hope this makes sense.**

I guess I kind of answered that in a prior question. And it's mostly Tamarack. If you are close with Tamarack, even as a friend, that's the main person who Qiu will be worried about, essentially. They get the most annoyed with giving attention to Tamarack or choosing Tamarack over them, etc.

**3. If the MC didn't exist, would Qiu and Tamarack still decide to be in a committed platonic relationship in Step Four with each other, or would they both just stay as friends? Thank you for taking the time to answer my questions and for all the hard work you are doing!**

They probably would be friends. I mean, it's hard to say because things would be so different if it had just been the two of them growing up without the MC. So maybe without the MC, they would be even closer with each other so they would pursue that kind of relationship. But in the canon game, they won't get into that kind of relationship without the prompting of the MC. So, I guess it's kind of how you're going to view it. It could be either way. Maybe they do because the MC wasn't there and they only had each other, or maybe they won't because in the story they don't, except for if the MC encourages it.

**Before this closes: How would Qiu or Tamarack react if the MC literally turned into a talking cat for just one day? Friends/crush.**

Well, they'd probably just be panicking and wanting to protect the MC and wanting this to be over, to see if they really would turn back into a human. They'd be in disbelief, and they probably wouldn't be able to fully process what happened until it was over. And it'd probably be like that at any age, where there's no age where they'd handle the MC turning into a talking cat well.

That is the whole Q&A! I hope it was interesting. This was another pretty long one. Not as long as it has been, but it was still nice to split it up into two different recordings. I hope you all didn't mind and that you enjoyed the answers. And I'll be back again for another Q&A next month. Take care everybody!