

Hello everyone! Welcome to the last Patreon Q&A of the entire year. It's already basically over at this point. That's pretty ridiculous, but there's a lot of good questions, so let's just get right into them.

Omi and Opa were superheroes, what would be their superpowers?

Well, Opa has problems understanding people, so he might want to be a mind reader. And Omi feels like she can understand people very well, probably overestimating her abilities, but she would want to be super fast or something like that.

Is there a specific program you use to organize the script for the game? What is your process for writing the different dialogue options and what they result in? I hope that made sense.

For the *Our Life* games. I only use Word, Word doc specifically, and just lots and lots of them. Every event has a doc for the draft and then multiple documents for the scripts, usually two, one for each part. But sometimes it could be three or even more if it's like a Step beginning section or a Step ending section. And so I don't use any like plotting softwares or something that keeps track of choices for me, I just sort of remember everything and decide in the moment what I want to happen in the draft. And then when I'm scripting, I might think about it a little more, and then sometimes I go back and add more things when later events are done. But it's mostly I just take things as they come along, and then if I need to add more on to it later, I do. But it's definitely not a complicated or well-organized process.

Do you think that *Our Life: Now & Forever* may get extra romance DLCs like how you did with *Our Life: Beginnings & Always* and having DLCs available to romance Derek and Baxter?

So far my answer has been, you know, we'll see what happens, right now, it's not in the plans. But after having a couple of months of sort of the typical workload for exclusively working on *Our Life: Now & Forever* I have seen, and unfortunately the answer is no, I'm not gonna keep raising people's hopes for two years. I basically know 100% that I'm not going to be able to do even more DLCs for this game. It was going to be so long and it's so hard. And I can't hire other writers to help with this project because it's so much more complicated and hard than *Our Life 1*. And I alone cannot do more than the base game, the DLCs for Step One through Three, and the wedding DLC. That's going to be it for *Our Life: Now & Forever*. And even with that lesser amount of DLCs, it's probably

going to be more words than all of *Our Life 1* combined. So, you know I'm doing as much as I can, but sadly it will not include even more romance options.

Hi! Love the demo so far. So I'm genderfluid with ADHD and finding out that Qiu also is made me feel very comforted. I project myself and make my MC have those features as well. Therefore, I started to wonder if my MC comes out as gender fluid, would my MC be able to comfort show in a way? Same goes for the ADHD. I just thought playing things like that would be wholesome.

Only for the gender fluid aspect. Unfortunately, we can't include an official diagnosis of ADHD for the MC for the same reasons we couldn't have the MC officially be diagnosed with autism in *Our Life 1*. Because the MC isn't a character that I'm writing that I can create in a very specific way to authentically have that kind of condition with specific elements to that certain person. With the MC, it could literally be anything. They could have any kind of aspect and not have others. They could have aspects that are usually rare and not associated with it, but for this MC, it is. And I just can't create everything that could ever possibly be for every diagnosis that exists in the world. And so it is left up to headcanons, and you can make your MC act in a way that feels true to you when the type of expression you want for the condition you imagine they have. But I can never have the game say you have this condition specifically. But you can have multiple pronouns and consider yourself gender fluid. And even with that, I can't include all of the nuance possible. And I'm not sure if you'll even specifically be able to say that you're gender fluid, but you can still relate to Qiu about your gender experience and have it be similar to theirs. Or maybe it's not entirely similar, but in some ways you're going through something with your gender and so are they, and you can comfort each other.

This comment continues and says: **Lastly, change of subject, has it been considered to add the feature of accents? Thought it could be cool to customize the MC like that, or maybe for the other characters in the game.**

I'm afraid we will not be adding the option to insert an accent, because I don't know how that would end up having to affect the game. Some people might be fine just having it be mentioned that you have an accent. Other people might want that to actually be reflected in the script, and I can't really rewrite everything to be in certain types of phrasings and spellings based on certain accents. So to avoid potential complications, that's not going to be an option for the MC. Whether or not other characters will have notable accents will depend on what kind of voice actors we can find. Like, we'll

definitely do our best, but I don't think we're a big enough company to pull in endless voice actors until we find exactly what we need. And if we don't find anyone who has an authentic accent, sometimes having no accent is better than like, a phony one that doesn't sound very convincing. So we'll see what happens, but ideally some of the characters will have accents.

I'm so excited to see the next level of progress. I have a couple questions. Firstly, on a scale of one to nearly comatose on the floor, how giddy were you after fulfilling the Kickstarter in 20 minutes?

Well, I don't want to be a downer, but I've been making games long enough that getting funding is less like exciting and a dream come true, and more like a relief that my livelihood still exists, but also a great sense of responsibility. And honestly, kind of some guilt that people who might be struggling more than me are the ones supporting my games. And so there's a lot of complicated feelings that came with making that much money so fast. I was definitely very grateful for it and really want to keep making games, but I'm afraid it wasn't like super pure excitement, like it was back when *Our Life 1* was first funded.

Second, with the best friend system taking priority in terms of scenes, will romantic interest be recognized alongside it? Like, say you're best friends platonically with Autumn, but romantic with Tama, will Autumn still have priority as the best friend?

It definitely depends. Usually, the game only uses the best friend system to determine who's more important in friend-like situations. And even if you're crushing on one but best friends with others, it will still note how that best friend is your best friend, out of those two friends. Crushing won't automatically make them the better friend. But in terms of separate kinds of events where this is the platonic event and this is the romantic event, you're never going to be in a situation where you automatically get the platonic best friend scene over a romantic scene, or vice versa. That will always be a choice.

And lastly is a question about Autumn. Ballet is one of their major parts of their story, but it's also one of the most strict when it comes to gender roles. Will this play a role in any stories for them? And would Autumn have a preference in which part they play?

Yes, this is something that's noted from the very beginning about Qiu's relationship to ballet. I can't give much details about what will happen in the future, but in Step One, Qiu plays the Nutcracker Prince in The Nutcracker and has some feelings about that.

I've noticed the show has some trouble pronouncing certain words. Is this because he's a kid trying to say big words, or is this a Qiu™ thing?

I'd say it's both. There's definitely some precociousness in the words he's using, but it's also something that they kind of struggle with sometimes to properly say what they want to say.

Yay, the question thread! Hello again GB Patch team! How are you doing this month? I hope everything is going well for you. Thank you. I'm doing all right. This is my third time participating. I'm so happy. And I promise I will eventually stop counting the number of times. So here are my questions. Thank you in advance for your answers. 1. I really like Mr. Yusuf, even if we haven't spoken to him much yet. Will it be possible to consider him as our father in the future and even call him dad, like Cove's father? And if so, approximately at what stage will this be possible? Of course it's okay if you can't answer this question yet.

I'm glad you like him. You will be able to consider him a father like figure. You probably will be able to call him dad, but I can't say when that would happen.

2. Again about Mr. Yousef. Why did you choose not to make him appear in Step One, but in the other Steps? I don't remember seeing his appearance in Step One, even though he looks like an important character!

Because he's not important in Step One. He is only sort of noted in very few scenes, and they're very short scenes. And it sort of comes across like he's just kind of a side character off screen who has to exist in this town to facilitate a few conversations. And then people who aren't following the game as closely as those on Patreon will end up being surprised when it turns out he's a major character in Step Two and beyond. And so it's just sort of a funny thing that ends up happening where people you thought were just kind of nobodies are actually important figures in your life as time goes on.

3. This time it's about Baxter. I remember in one of the posts concerning him that you mentioned that he did not have a good reputation in Step Two. Could you

give us some details on why and how? And if not, will this information be given to us in game, or will it be part of the main plot?

This doesn't really come up that much in the main plot. Baxter is not a huge character in *Our Life 2*. He's definitely just sort of a minor side character, fun cameo kind of thing. And I can't give a lot of specific details on why either. I can just say that, you know, he doesn't have that great of an attitude, and he can be very devious and very spoiled, and he's not super good at showing that he cares or putting in a lot of effort. Obviously, he's got his own issues going on, but he just sort of comes across like he's spoiled and self-absorbed, and then later on that he's pretty weird.

4. And the best for last, I'm really curious about the “envious of” meter. Unlike “jealous over” meter, which we were able to test in the Step Two preview, the “envious of” meter remains shrouded in mystery. Will it be possible for us to choose what our MC is envious of? I know it might be difficult to choose for Tam and Qiu, but in our case, could we choose that our MC is envious of Qiu’s popularity, or the fact that both LIs have a father they are lucky to know? Will this be done through choices?

And yes, if you have envious of on, you will unlock extra choices to express jealousy. Sometimes it will come up automatically, but other times you will just be able to pick that “Oh look at show with their loving parents, and I'm so mad about that.” And you know, other things. Like if you see, you know, Tamarack is playing her cello, maybe you'll be able to say, “Oh, yeah, I'm jealous that she has this talent in music.” It will definitely appear as choices. I can't say all of them, but it will work that way a lot of the time.

5. And finally, Merry Christmas to all of you.

Thank you very much. Merry Christmas and happy holidays!

The next question is yay! So excited! My question is, do the OL1 leads have any specific signature scent?

Yeah, they do. It comes up in the game. Cove is like the ocean and citrus and sometimes sunscreen. And Derek is like shea butter. And Baxter is like florally and kind of spiced. I don't remember everything I said in the game, but it's stuff like that.

How would you rate Qiu and Tam on the MC’s personality stats? Rule following/breaking, chatty/silent, rowdy/proper, etc.

it would definitely depend on their ages, but Qiu would be chatty, rule following, and kind of in between rowdy and proper. Tamarack would be rule breaking, chatty and rowdy. And for other things there's like rude and nervous and stuff like that. But they wouldn't have any of those kinds of traits.

Hi. This question is most likely something that's been answered before. So I do apologize, but I'm just curious. The question consists of two parts, so I just split it into two. 1. If you know at the moment how many Moments will be in each Step? And 2. Judging off of *Our Life 1*, will this have similar DLCs where you can pay for extra Moments in each Step, and if so, will it be a five and five again, or do you plan on doing a different amount? Thank you and have a wonderful day!

And it is going to be five and five. Seps One through Three will have five free Moments and five extra DLC Moments you can buy. You have a great day too!

Here's to a great new year of *Our Life*. What are your favorite things about Qiu and Tamarack, both physically and personality wise? I think it's really neat to see how their looks change so much to fit with their ages over the years, but keeps such key elements of who they are.

I mean, I really like their designs on the whole. I made them to be things that I like. I definitely like Qiu's jackets and gloves, and I like that they have brown hair and brown eyes. And for Tamarack, I like that she has sparkly hair and red eyes, and I think she's got a really pretty dress in Step Three. And I really I like her cute overalls and Step One and how she usually has a scarf. So there's just a lot of character traits that I just piled on to them because they were things that I liked.

Hi, I know we switched gears to *Our Life NF* (which is coming along so great, thanks for all the hard work) *Thank you* but I wondered if you were to play *Our Life: Beginnings & Always*, do you have a headcanon playthrough? Are the choices you feel you would make the same every time (like telling Cove about the secret with Cliff or something like that)?

And no, not really. I've played through all the scenes so many times, choosing everything for testing purposes and to fix things, that currently I could never play the game for fun. It just would be still looking at it as sort of something I know too well to enjoy. Maybe years from now I'd be able to play it like a player, but even then I don't think I'd have one specific way that I wanted to do it. I would probably enjoy seeing all

the different ways it could go. That's something I really like about the game, that it is sort of this one relationship, but you can do it in all these different ways. And that's something I personally would explore if I was playing some other game I didn't make that had it, so I imagine that's how I would approach it with *Our Life* as well.

Hi! First, I must say I loved how we can start to have a crush on Qiu or Tama in “Wheels”, and I was wondering, is this the only Moment in Step One we will have that possibility? Feel free to ignore this if this is something that wasn't decided yet. And someone commented on to say: If you could also tell us if it's the only Moment where we can change from neighbors to friends in Step One after the Prologue, thank you. And someone else commented later: I think it's really cute how on “Wheels” you can have your crushes on Qiu or Tamarack appear. In other Step One Moments, would there be other opportunities to get crushes if we were looking for the poly option? Such as crushing on Tamarack in “Wheels” and then crushing on Qiu in the “Fancy Fun” Moment, for example!

Well, I'm glad people are enjoying that concept and the new scenes. Yes, there will be other opportunities to go from neighbors to friends or to start having a crush. It won't be in every single Moment. It's only in some of them. But there are multiple situations where it's possible.

Firstly, what an eventful year. You've done so much and should be super proud. Thank you for all your hard work. Well, thank you for the nice message. I've actually been wondering about this for a while now. The jealousy system is a new one for you, and this is also your first time implementing a poly dynamic into a game as well, at least as far as I'm aware. Are you worried about how those two might interact? It seems like it might be a difficult variable to work around. If we have them set to be jealous, will they still be able to be poly and just maybe have some extra dialogue about working through that? Or will being poly not be possible with a jealousy dynamic?

Jealousy goes away once you're in a relationship. It doesn't matter who you're dating, it doesn't matter if it's both. It doesn't matter if you start with one and then bring in the other later. As soon as you're in official relationship, jealousy is out of the question. Nobody's going to be bitter about your relationship with someone else, and your partner isn't going to be jealous towards someone, and you're not even in a relationship with.

That will not be happening. The jealousy option isn't there for that level of drama, so it won't be a concern at all.

This may be less of a Q&A question, but would you ever consider posting snippets of the actual code/coding process of the game? It's something I'm interested in as someone who started using Ren'py, but I could totally get why you wouldn't want to.

And no, I will not be sharing coding snippets here. Shauna the programmer, they release tools for a lot of the features that are in *Our Life* on itch.io. And so you can search for that and find their tools and just download them and use them yourselves. But it's not information that I would give away on our Patreon. So I am sorry about that, but you can go and find the code elsewhere.

I was thinking about the MC's room and how they're customizable from Stage One through Three for *Our Life 2*. I was wondering for the Choice Log and Achievements/Journal, would it be possible if photos of the way the room looked at each stage, with all the chosen room décor, would be available to be looked at in the journal, even if we've moved on to later stages?

I don't know, that could be possible, but I don't know if the arrangement we use for the screen will have a place to put something like that. It could happen, but it's not a guarantee.

Also, would we be able to use the Journal to look at the items that we've come across, such as the paper airplane, Tamaracks treasures, Qiu's "Welcome to the neighborhood" note, and arrange them in the Journal as sort of a picture gallery? This way, even if nobody picks Qiu's "Welcome to the neighborhood" for a custom room decor, we could still be able to follow through with the promise that we'd keep it forever.

No, I don't think images of items you found will be in the Journal. It will probably note in a text line that you had that experience where you, if you got a particular item, but default things that you're always going to get won't really need to be logged, because that's just an unavoidable part of the story. And there will be a gallery where you can look at the items and CGs you've seen outside of the game, but I don't think that will be included in the Journal as like an image gallery of the little cut in images you've come across. But you can still keep the note whether you see it in the Journal or in the

bedroom or not. There will be scenes later in the game where you can talk about how you've still kept it.

I've seen comics and fics of the MCs from each *Our Life* game meeting, and it got me wondering, do you think Baxter would be happy to have his friends from Golden Grove and Sunset Bird also be friends with each other after he reconnects with them? Or do you think he'd find it a bit overwhelming?

It would be overwhelming, but in a good way. He'd be kind of amazed that not only did he make new friends, but he was somehow the fixings with his old friends, and now they're getting along as well. It's like "I didn't know that was physically possible." But he would be amazed in a good way.

So I was under the impression that we had seen all of the planned characters for Steps One through Three. But in the classroom before meeting Baxter, Qiu mentions that we haven't met all the best kids in town yet, and in the last Q&A, you mentioned another girl who comes along in Step Three. Who are these mystery people? Unless the secrecy is purposeful.

In Step One, that is, I guess if you haven't been keeping up with the Patreon, this might be a spoiler, but that's Pran from our old game *XOXO Droplets*. He's the cameo equivalent of Jeremy in *Our Life 1*. If you know Jeremy, he mentions he's got his only friend Pran and you never meet him, but the people in Golden Grove they do meet Pran. But then they never meet Jeremy. And so, he does appear in Step One and Step three. I've revealed those Steps on the Patreon, so you can look up Pran and see him if you want to, but you will see him in Step One. As for the other girl who comes along in Step Three, I can't really say anything about that right now.

Hi. I'd like to wish everyone a heartwarming December. I have a few questions this time. First, which year is Baxter born? Second, would it be okay to print the digital wallpapers for personal use only? The shipping bill is a little too much for me. I understand if it's not. okay for Baxter.

He was born the same year as Cove and Derek, which is 1997. It's just that Baxter's birthday happens before the period of the game happens, and Derek and Cove's birthdays happen after the summer period of the story ends. So he turns 19 in May, and then, you know, the summer adventure happens and then Cove turns 19 that same year in November, and Derek turns 19 that same year in September. So they're all born in

the same year, and it's 1997. As for whether or not you can print out the wallpapers yourself, I'm not sure if the digital wallpapers would be a good dimension or size to make the best prints, depending on how large you wanted the prints to be, but you can definitely take the images and print them yourself if you'd like to.

If this question is too difficult to recall or answer, I fully understand. What is the difference between the cold personality Cove and having him be fully sweet and warm romance wise? Especially if we have been romancing him as soon as we could, in case that makes a difference.

It doesn't make a difference how long you've been romancing him in terms of warm and cold. It does determine how nervous he is with the relationship, but that's a separate thing from warm and cold. And warm and cold doesn't impact the romantic scenes very much. It mainly determines how he acts around people he doesn't know well, or how he is in terms of whether he wants other people around people he is close to. So if you like, you're indifferent to him, you'll see warm and cold more clearly directed at you, and he'll be nicer or he'll be harsher. But if you're close and have a positive relationship, then it's more about whether or not he wants things to be just you and him. Or he's like, "Yeah, let's have our other friends also do things with us." And I guess there are some relationship alterations where he can be a little bit more teasing and forwardly flirty when he's warm, and he's a little bit more sensitive and withdrawn with how direct he is about his interest in the MC if he's cold. But I wouldn't say there's too many romantic relationship alterations based on him being warm or cold.

I was wondering what determines if Shiloh/Leon shows up as Shiloh or Leon in the Cove Wedding DLC? Is there anything the MC does in the story that prompts the character growth? Is it random?

It is random! You have no control over Shiloh, and neither do I. I mean, I guess if you save right before the game rolls which Shiloh you get and you just keep reloading until you get the one you want, then you can control the outcome. But there are no actual choices you can make in game that impacts Shiloh in any way. He's just that kind of guy.

Would you ever consider allowing "jealous of" and "jealous over" to be selected at the same time? To add to this, since I forgot until now, will the "jealous of" setting be available if you're only neighbors? Not having the "jealous over"

option makes sense because why would you care if you aren't friends? But I feel like hostile indifferent relationships generally have a level of envy between them.

I'm afraid none of that is going to be added as an element because it is going to confuse people. It can be very difficult to get every player to understand all of these different features and elements. You know, the dynamic system is already kind of confusing, and it gets more confusing when the "envious of" and "jealous over" thing is added in Step Two. And then if there's weird extra ways that that system works where you can have both of those dynamics on, "envious of" and "jealous over", when you can't do that for any other dynamic. And then if you're at neighbors, you can't do "jealous over", but you can do "jealous of". People are just going to think the game is broken. And unfortunately, adding more complexity isn't worth making a bunch of people confused and think that the game isn't working as it's supposed to be working.

Hello, thanks for your hard work. I hope everyone in the team is doing well. Thank you. I've got several questions, if you don't mind. 1. In regards to *Our Life BA*, was there anything about the story you wished you did differently? Like maybe you wanted to explore some character's relationship more, or add more themes, etc.? Or are you the type to not look back once a project is finished and go "Yep, I'm done, we'll leave it at that", because honestly, same lmao.

Um, sometimes I would have thoughts like that, but I can't think of what I would change off the top of my head. I know I've had moments where I did wish I could have done things differently, but most of the time I am like, you know, "I completed it, people enjoyed it. Now I'm just going to move on and hopefully make the next game even better."

2. I found it really cute that you could have Cove and MC exchange letters while Cove is away at his mom's place, but I always wondered why letters? Did they never communicate electronically, like through emails or social media?

They can definitely communicate electronically. The noting that they talk through letters is just specifically mentioned because that's a cute extra thing that you also could have kept as like a keepsake. But there's no reason to assume they didn't keep in touch electronically. That's kind of- it can just go without saying. It's not really as special as handwritten letters, and the letters are an optional thing. But the fact that they could just text or something almost certainly happened.

Latching on to that idea, do any of the LIs in the series use social media?

I'd say all of them probably used some social media at some point, to some degree. It would depend a lot on their age, and I can't really answer specifically for every Step for every lead in the series. But they've likely all at least given it a try at some point.

3. Lastly, now that the year is almost over, how do you think the year went for you guys and what are your hopes for next year? Thanks for taking the time to answer our questions.

You're welcome. And I think the year went very well. And I'm going to make a post about all our hopes and plans for next year later this month. So that's where that will be answered.

Will Qiu ever allow the MC to wear his bandana in Step One?

There is a way to borrow it. You can't wear it normally, and he wouldn't let you just have it to wear around. But there is a circumstance where he will let you have it for a little while.

And second question, would Qiu having a crush on the MC or just being friends with the MC change anything with what he tells his parents?

Yes. What he talks about when he talks to his parents is definitely colored by the initial feelings he has for the MC during that first encounter.

IDK if this has been answered yet, but do you know when we'll get the new outfits you showed during October 7th?

I don't really know. There's been a lot of other programming things to do. And you know, our main thing is making sure we at least get the beta builds out every month. Hopefully we can get ahead and have time to add other things like that. But it'll happen eventually before the game releases at least.

I love the latest beta even more than the last one, which I didn't think was possible. You guys never cease to amaze me. Thank you very much. I'm glad you liked it that much. Can you tell me more about how having a best friend will affect the game, especially with the envy and jealousy traits?

It doesn't affect the game that much. It mostly just adds even more enthusiastic MC feelings towards the character. And like the prose will refer to them as a best friend

instead of a friend. And the MC will, you know, put them higher on a tier in terms of closeness compared to the other friends that they have around. But it's not going to change entire scenes or like force you into specific situations. It's definitely more just so you can express that that person is definitely my favorite person. And for envy and jealousy, I imagine it will just again increase the sort of level it's at where the MC- maybe they feel extra guilty if they're really close to this person, but then are also envious of them. And if they're jealous over, they might be even more strongly jealous over them. But it won't be super huge changes.

I was surprised by the option to give Qiu a nickname in Step Two, as they already have Autumn. Is there any nickname or pet name you would pick for your own playthrough/headcanon? And another comment later on asked a similar question, saying: In Step Two, we can choose to have a special nickname for Qiu. What special nickname would you give them if they were your crush/best friend?

And I wouldn't give them any other nickname. I would call them Qiu, maybe Autumn, but I'm not much of a nicknamer personally.

How many Moments will there be per Step?

I already answered that about *Our Life 2*. There's going to be five free and five paid.

When did Cove realized his feelings towards the MC? When did he become aware of romantic thoughts and sexual feelings towards the MC? In Act Two, he says he feels behind in his experiences towards attraction compared to others. This made me curious about what he first got these thoughts.

That depends entirely on how it goes in your story. It could be sooner, it could be later. He might not have feelings for the MC until Step Four if that's how it's played. So unfortunately, you can just headcanon it for yourself because there will never be a canon answer.

Do any of *Our Life 2* characters have accents? I'm especially curious about Tamarack's Omi and Opa, since they're from Germany.

I kind of mentioned this before, and that's maybe they will have accents, but because the game has voice acting and I don't know if we'll find someone who authentically sounds elderly and German, maybe they won't actually have an audible accent in the

game. That would be great if they did, and I think it would fit, but I can't guarantee it right now.

When did they – Tamarack's grandparents – and Qiu's parents/grandparents/others immigrate to the US? Totally understandable if it's not planned yet though.

I don't really have exact years, but Tamarack's Omi and Opa came to the US after Tamarack's dad was born. He was pretty young, probably around like 5 or 6. For the Lins, Hong was born in the US and Yi came when she was older, like a late teen or young adult. And then they met in the US and got married, and that's when they had Qiu.

Hello! I hope you're all doing all right. Thank you for all your hard work. It's just fantastic to see the evolution of the game. *Well, thank you very much.* I wanted to know if it would be possible in *Our Life 2* to eventually link our save with the one in *Our Life 1* if we had done Baxter's route, or select some choices at the start of Step Four, which determine Baxter's status with his friends in *Our Life 1*?

I don't know yet. It will be one or the other. You will be able to note if Baxter has a relationship with people in Sunset Bird, but I can't say for sure if it will be through loading a save file, or if they will just be a choice that's like, "Oh, Baxter talked about his life in California and he mentioned how he has a partner." You know, something like that. But it will be worked into the story somehow.

Thank you for your answers and happy New Year in advance.

Happy New Year to you, too!

Is there a small indoor or outdoor drive-in theater in near Golden Grove?

There is a small indoor theater.

Hello, I'm curious about Mr. Clifford Holden. I just finished playing Derek's route, and I found it so sweet that he can become our honorary dad. I'm wondering though, does he ever find love again? I suppose we can headcanon anything for him, but I'm curious if you have any more input on this.

And I personally don't canonically believe that he eventually finds someone else and gets married again. I think he is the type of guy who could just be happy with the friends he

has around him, and the fact that he has a grown son who he has a friendly relationship with. But if people want to headcanon him getting into a relationship again, there's nothing wrong with that.

Hiya! I hope you all are having an amazing day. Thank you for working so hard on these wonderful games. *Thank you.* My question is about our lovely girl Renee in Step One. I was playing with a female MC, I've noticed that if you like her, play the Moment "Wheels" before "Walks", choose to be in the race and then catch a nut in your mouth, Baxter says, "Oh, she's good." And Renee responds with uh, yes, she is, you're late to notice that!" But when I try to do that again with a male MC, she didn't say that. She went, "Yeah... it looks like he is." I was just wondering if there's a reason as to why that is? She seems to warm up to female MCs quicker than a male MC, at least from what I've seen so far.

That's not supposed to be true. It could be that maybe you made some other, slightly different choices with your male MC that you hadn't really noticed and that impacted it. Or it could even be an error in the flag where if you have a female MC, the really positive goes through, but for some reason other MC types don't trigger that flag. But it would be a mistake if it was, you know, exactly the same choices and only the change in gender caused that. It would just be like an issue with the setting for the flag.

First off, I want to say that I really enjoy your games. They are so cute! This is a Kickstarter/Patreon question: Are the Kickstarter beta testers and the second tier patrons the same? Like do they get the same access at the same time for the beta builds? Or is it that the beta testers get the beta builds earlier?

Right now, during the setup process of the Kickstarter, people on Patreon get access to the builds easier and faster. But eventually when like all the surveys get through and everything is signed and people are set up with their keys, then they'll be able to play the betas as soon as they're done, just like the people on Patreon can. This month's they are definitely getting it later than people on Patreon though.

In the Step Two preview, we can change our LIs personality traits, but could this automatically be changed based on how we interact with them during the Moments?

Yes, that will be how it is in the final game, and you can still change them if you want to, but right now it's just not implemented. So the only time it changes is if you change it yourself.

Hello! I have a couple of questions. 1. I know that Baxter likes zebras and other black and white animals, and has a preference for horses, but I was wondering what was his favorite animal?

He does not have one. Baxter doesn't like animals enough to have one in particular he notes as a favorite.

Also, would he ever have a pet? What kind if yes, or would he be at least okay with an MC having one or more, especially cats, when living together? I love this man a lot and can never get enough of him.

Well, I'm glad you like Baxter so much. And he would not get a pet on his own accord. However, he would be fine being with an MC who had pets, and he would like cats if the MC decided to own cats with him.

2. Out of all of Cove's appearances and personalities, is there one you consider more canon, or just that you prefer personally?

There's not one that I consider more canon. As for the one I prefer, I definitely tend to go back and forth between which ones I like most. There's never been one that's always been my favorite and is always my favorite, but I do tend to have favorites of the moment.

Happy holidays and thank you for your wonderful games. They really brighten my life and our nice source of comfort.

Thank you. Happy holidays to you as well!

I was wondering if you could tell us what determines the two leads' appearances in Step Two? Like long haired Qiu versus short haired; different accessories. Same with Tammy. And someone else asked a similar question: In the current demo, is there something that determines Tam and Qiu's Step Two appearances, or is it just random?

Right now, it is just random. That's also a feature that hasn't actually been implemented yet. We weren't able to do a lot with all the stuff that needs to be done feature wise for

Step Two, for the sake of that demo preview. It's really just so you can get a glimpse of who they are as people. We're going to need more time to start fleshing out all of those features.

In *Our Life 2*, is there a chance there will be options in Moments or straight up Moments that leads to a disagreement or argument with one or both of the two love interests? Similar to the small argument with Cove in the OL1 Moment "Talks", I think it was. I enjoyed seeing and experiencing the fact that not everything was happy and jovial all the time, even if it was short.

Yes, there are more angry scenes in *Our Life 2*. I can't say exactly how many, but they will exist.

For Halloween in Step One, Ren has a Robin Hood costume, and you said it's because there was no Link costume available. Does she have a favorite game out of all of them? I just recently got into BOTW/TOTK thanks to my partner, so I was amused to see that.

Her favorite is *Twilight Princess*. That's sort of like a childhood favorite. And even as more games come out in the future that remains sort of like her top favorite. Though she does enjoy all of the *Zelda* games.

Just to add as an add on: Would she ever dress as Princess Zelda once she's grown up? That would genuinely be a fire costume on her.

I think she would have fun being Zelda as well. But even when she does transition, she probably would be willing to dress as Link again, because even though she's not a man, Link is still kind of like a role model for her. And she just loves his cool tunic design.

I assume Tamarack likes rain because of her umbrella sprites, but how does Qiu feel about it?

For Tamarack, she likes the rain if she does have an umbrella. She's not a huge fan of just getting poured on. But Qiu actually doesn't mind that. They enjoy the rain fully, just being completely out in it or just listening to it inside. Falling leaves is sort of an iconic symbol more for Tamarack and less so for Qiu, and rain is more symbolic and related to Qiu than it is to Tamarack.

Hi! Something just popped into my mind: Since you can set to be best friends with Qiu in Step One, does that mean that they are closer to the MC than Ren?

No, that is not actually the case. In almost every circumstance, the best friend status is mutual, and it does mean that your best friend is closer to you than any of their other friends. But the one exception is Qiu in Step One, where if you declare that they are your best friend, it's not actually mutual. And Qiu's best friend in Step One is Darren, and their second best friend is Baxter. And you are at best third. But in Steps Two, Three, and four you can legitimately be Qiu's best friend.

Hi again! I already made a question, but I've come up with another. I know it's a bit random, but is there any chance of having a shirt of the ORCA organization of *Our Life 1*? I thought it was a nice shirt and I was wondering about it. Thank you for reading this question.

I'm glad you like it. I also think it's a pretty neat shirt, but probably we wouldn't ever sell it as merch because people who don't know the game might assume it's a real charity organization. And I don't know, that might not be a great thing to advertise like a fake conservation program. So, it probably wouldn't be something that we end up selling.

If you can't answer this, it's okay. I was wondering if we can expect Tam to have issues with her parents as she grows? We know in Step One she says that they are too busy and she is too, so it's fine that she is with her Omi and Opa. But does that outlook change as she's older?

Yes, it does. Her relationship with her parents is a source of tension in the story, and something she has to deal with throughout the Steps.

First question: Will the Steam demo be updated one day to at least include "Wheels" so that people can get an idea for how the linked Moments work?

Yes, "Wheels" is eventually going to be part of the public demo. It'll probably be added in May 2024. That might change, but that's sort of a general idea of when it could happen.

Second question: Don't know if this can be answered yet, but I'm curious how exactly Baxter manages to get involved in the wedding DLC for N&F when he's based in California, unless booking out of state agents is a thing.

Baxter isn't booked to help with their wedding. He's just offering assistance as a friend. It's not through his company, but that company can't stop him from assisting his childhood friends and using the knowledge in his brain to, you know, make them have a good wedding. But he's definitely not there in an official capacity. And other people are also helping as well.

Third question: Speaking of Baxter, for those that headcanon a connection between their *Beginnings & Always* MC and *Now & Forever* MC, would Baxter have any vague sort of memories about mentions Franky might have made about Jamie by the time he shows up for that summer in *Sunset Bird*?

So I think you mean that the *Now & Forever* MC mentions Jamie, and then Baxter makes the connection that the person he met in *Sunset Bird* is the Jamie that Franky mentioned. And you can definitely headcanon that. You won't be able to talk about a cousin or whatever in California in *Our Life: Now & Forever* specifically. But that could definitely, theoretically be the case. And Baxter has a good memory, so he would probably remember if something like that did happen.

Fourth Question: The Kickstarter included some extra customization options for the higher tiers. Is whatever they submit going to be unique to the people that bought that? Or will those new items be available to everyone?

They'll just be available for everyone. It'll be a new asset in the game. There's no way it's going to be locked to a single person's build.

Hi! finally thought of something for the Q&A. I know I didn't need to, but I wanted to. This likely was asked before, but I'm new to the Patreon, so I apologize in advance that this is a repeat question. How do you manage to keep up the inspiration and motivation to write down thousands of words almost every week? Do you have an action plan of some sort? Little tricks or tips you use to keep yourself going? And do you have some kind of layout or checklist for how you write? Example being x, y, z must be written in a specific order; start middle, end middle, start, end, etc. etc.

A very big motivator is the fact that this is my full-time job, and writing is the main part of the job that I do. I used to do a lot more for the games and handled like almost everything myself besides art and audio. But now I've gotten a lot more help with things like programming and managing the social media pages, and so most of what I need to

do is today is that writing. And so, it's way easier for me to focus on that and get that done, than it would be if I had a thousand other things to do or an entirely different job. And then I had to fit writing in. And I'm also somebody who's really progress motivated, where even if I'm sort of drained creatively and I don't feel like writing, I do like to have things done. And I want these games to make progress and be closer to completion, and I can use that as motivation to at least try writing and, you know, work on something to get it done. And then usually once I start, I'm able to keep going until it's done. And then I'm glad to be able to check that off and be like, "Oh yes, another successful day. The game is still on schedule with, you know what I wanted to get done this day and this week," etc. So that also helps a lot. Just the fact that I don't have to rely only on sort of feeling like I want to create, because it's also, again, because it's my job, I can feel like I've done something productive. And that's also encouraging. I unfortunately don't have a lot of useful tips or tricks. I guess one thing I say to like, reassure myself is: "Not every single thing has to be the best thing." Where I can tell myself, you know, "Oh, I don't feel like this thing I've written is as good as something else I've written." But at the end of the day, it doesn't matter, because the experience as a whole will be so great that that's what matters. And it's never going to exist if I'm just worried about every individual piece being, you know, something so amazing, even with just a simple scene. That doesn't have to be amazing. So that can kind of reassure me to keep going and not sort of get too bogged down by doubts. Just reminding myself that the whole picture is more important than every individual little piece, and as long as I'm confident the whole thing will be a good time for people when it's done, then I can keep going no matter what. Not to mention that you can always go back and fix things later, or add more things if you think of them later. You don't have to do it all right at that one time, and then you're stuck with it forever. As for how I write things, I like to do them chronologically. I start with the prologue, opening scenes, first Step, then I like to do the free to play Moments, then the DLC ones, then the ending, wrap up scenes of a Step, and then I move on to the next Step. Sometimes I might do a DLC moment before all the free ones are done, but that's sort of the only slight deviation I do. I definitely am not someone who likes to write totally out of chronological order. Though technically it's only chronological for me because the players can do the Moments in any order they want, but my personal chronological order is left to right for the free Moments, and then left to right for the DLC Moments.

Since the season for the game is fall, will there at some point be something Halloween themed in the game?

Yes, there are Halloween Moments and probably in every Step. For sure in Step One and in Step Two.

Hey! I love your games and I am so excited for the new *Our Life*. A quick question about how you write Moments: are you plan on writing all of the Step One Moments before moving on to Step Two, or only writing the free moments and going back to the DLCs after? P.S. you were both the first Patreon I supported and the first Kickstarter I funded, so I'm really happy to see how far you've come. I'm a broke college student and giving you \$1 a month for all this progress is more than worth it.

Well, thank you so much. I really appreciate that you want to support us, and I'm glad it felt like it was worth it. For your question, I kind of answered it above. I do like to write everything for a single Step and then move on to the next Step. I can't really go back and forth between time periods. I'm like, totally invested in one version of the characters, and then once I move on to a new age and a new personality for them, it's very difficult, sometimes impossible, to go back to how they were before.

Since we know Qiu and Ren have been friends since they were toddlers, how did their parents meet?

And I don't really know how their parents met, and I don't know if that had an impact on their friendship. They were friends since they were young, just because they lived very close by. Ren's house is just one street over from where Qiu lives, so they've just always seen each other around, and that's how they became friends. But maybe the parents met each other early on as well. They probably did, just because it's a small town and they know all the people who come and go. Maybe Mr. Lin helped them find their house at some point.

Has Renee started HRT in Step Three?

Yes, she has.

For *Our Life 1*, you said you weren't going to release an official guide or walkthrough since it's such a long and extensive game. Or I think you said something along those lines. *Yes, that is true.* Either way, me and a friend were just wondering if there was a basic explanation for the warm and cold system. It

seems to do the opposite of whatever we are trying to get it to do. Maybe that'll remain a mystery forever!

The tutorials should have a general explanation of how it works, but there isn't really that much of a scientific method to it. It was kind of just what I felt like for every single individual choice. If you really want a specific Cove, it is best to just use the creator and set the personality traits yourself.

Last question. Anything you can publicly say about Project W, even just the general tone of the game? I think it's nice that you're so passionate about the project that you work on it, even on days off. Even if not, and though it'll be a while until we probably see anything, I'm excited for that.

Well, thank you very much for indulging me and asking about Project W! There are things I could technically say about it, but it's more of a matter of do people want me to spend any time talking about this game that's not coming for years? I don't know. I could maybe like once a month post like a Project W fact, and that could be fun for people who are willing to listen to a game that won't exist for a long time, and maybe wouldn't bother people who aren't interested because it's just once every single month. Maybe that could work and then I could share little bits about it. I might do a poll about it at the start of the next year, and then we could have, you know, a fun fact all the way through 2024. And then in 2025, perhaps there could be more interesting updates about it.

Hello, sorry if you've already answered a similar question before, but I was wondering something about the relationship dynamics system in the game. More specifically, if characters, like the two love interests, will acknowledge relationship shifts between Steps? Like for example, if we were friends in Step One, but then in Step Two, we are now just neighbors, will the characters actually acknowledge that change and say something like, "We used to be friends..."?

Yes, the characters won't forget what things were like in a prior Step, and if they have changed, that will come up in certain situations. I can't give an example of when or how, but they will still remember that you used to be friends, or if you weren't friends originally and have become friends, they will note how it's nice that their friendship has grown over the years, and stuff like that.

I love these games and I can't wait for the next beta update. Yay "Fancy Fun"!

Thank you! I'm glad you're excited. I have three questions this month: 1. In "Walks"

and “Wheels”, Baxter and Darren show up together. I know Baxter’s “big cool house” didn't really have a neighborhood close by. Was he able to ride his bike to Darren's, or did he need to have someone drive/pick him up to go into town?

He is able to bike down to the town. He usually has someone come pick him up when he's done having fun, but this area isn't big enough that he needs to be driven to get to the center of the town. Just using a bike is enough.

2. Will they be climbing in and out of windows amongst the cul-de-sac kids like in *Our Life 1*?

Probably not. Definitely not from like one house to another because that is so iconic for *Our Life 1*, I wouldn't really want to repeat it. Maybe there'd be some other niche situation where they have to climb out of a window, but probably not.

3. When did Baxter start the pescatarian choice in earnest?

It was after he graduated college.

Hi, I just got another question, so I came back. So I was wondering how the voiced names and voiced nicknames will work? Can the MC have both a voiced name and a voiced nickname, or will we have to choose?

You will be able to have both.

Plus, I remember you said the voiced names wouldn't change in tones like in *Our Life 1*, but what about voiced nicknames? Since there are way less and they are your choice, will they have multiple tones to match the scene? This is a please.

If the voiced names have no tone alterations, then the voiced nicknames won't either, in order to be fair. Maybe the voice names could have just two tones instead of four like in *Our Life 1*, which was crazy. And if there are two tones for the names, then there'd be two tones for the nicknames as well.

And that's it! That's the whole Q&A and the end of our Q&A sessions for this year.

Thank you everybody who took the time to send something in. I hope it was interesting to listen to the answers to all of these questions. We'll be back again next year in 2024 with another Q&A. Take care everybody.