

April 7th, 2023: Paralives Developer Weekly Chat

This weekly chat is held on Discord for Hero and Legend tier patrons. Every week, you can ask a few questions to any developer from Friday 12PM to Monday 12PM ET and they will get back to you with their answers the next Friday.

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

🌟 Community's choice question

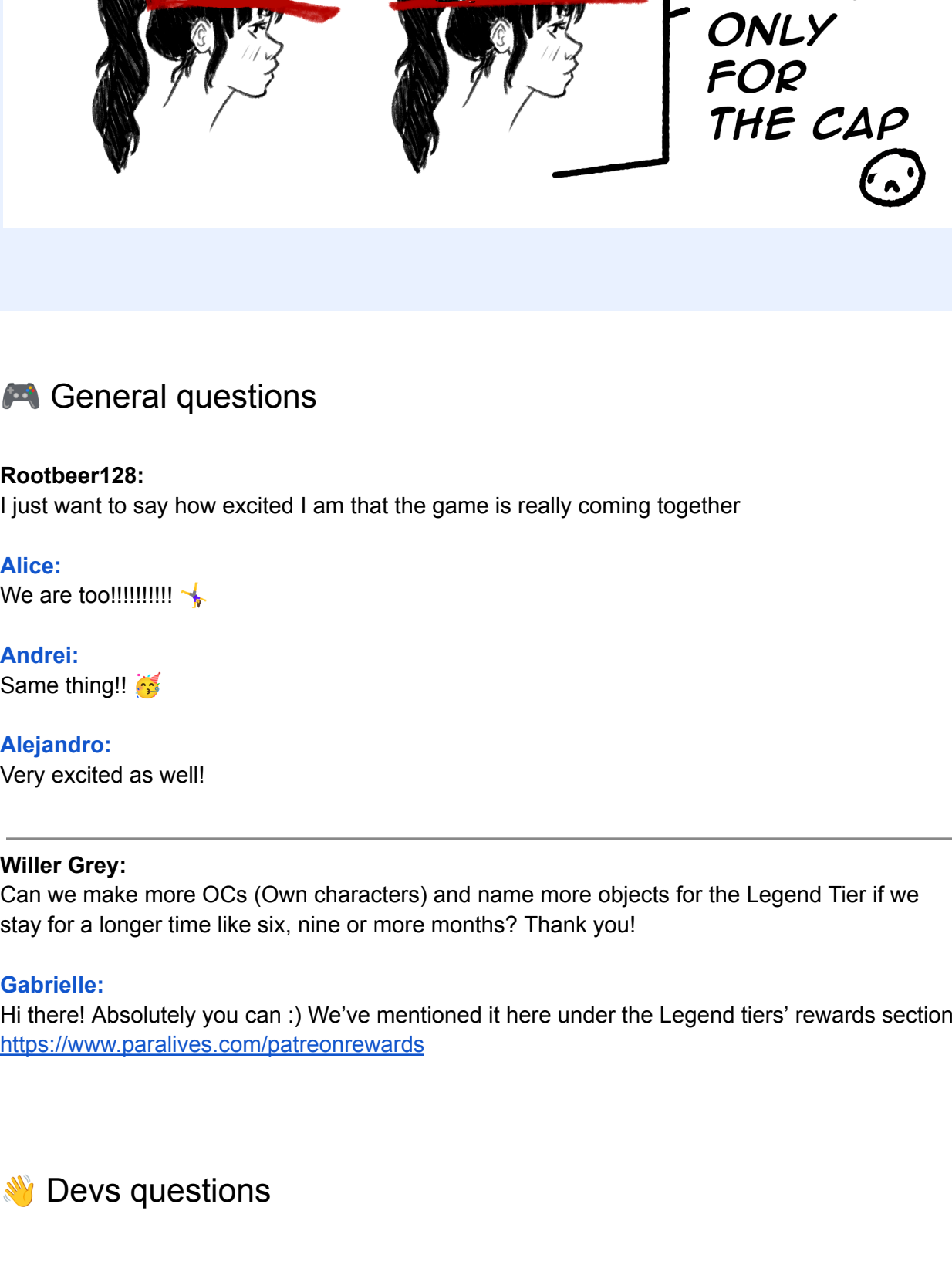
This question got 5 votes from the Super Patrons on Discord!

Gui:

Regarding the Patreon Post today, would it be possible to make a variant of the hair where the ponytail goes through the hole on the baseball cap, like some people do?

Léa:

Actually it won't be possible because of the system we use to match the hair styles with the hats! We can't even have a hole in the baseball cap because there is no hair inside the cap, it's an alternative hairstyle created to fit with the hats, optimized!
We have two options: straight hat or angled, and all of our hats are divided between the two categories in order for us to "only" make two alternative hairstyle versions for every hairstyle. If we create a version of the cap with the hole we would need to make a third version of every hairstyle in order to match only one item. Since it would work only for the cap and not for every other hat, we chose to remove the hole and put the ponytail down!
Being a very small team, we can't afford to put efforts where there are little rewards, we have to make tough decisions in order to prioritize other aspects of the production, the hole in the cap is one of them!



🎮 General questions

Rootbeer128:

I just want to say how excited I am that the game is really coming together

Alice:

We are too!!!!!!! 🌟

Andrei:

Same thing!! 🤩

Alejandro:

Very excited as well!

Willer Grey:

Can we make more OCs (Own characters) and name more objects for the Legend Tier if we stay for a longer time like six, nine or more months? Thank you!

Gabrielle:

Hi there! Absolutely you can :) We've mentioned it here under the Legend tiers' rewards section: <https://www.paralives.com/patreonrewards>

👨‍💻 Devs questions

Gui

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

Alex:

Hello! I'm doing good and I'm pretty excited about today's Patreon post, hope you liked it!

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

Léa:

Super exciting week, being reunited with the sun is making me really happy!

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

Anna:

Hi Gui! I'm good, thanks! I'm glad we can go out wearing our cotton coats without vests now! I like cold winters very much, but this year the end of the tunnel seemed quite far. Canada gave me trust issues though, I'm sure there will be a lil snowstorm or something before summer.

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

Alice:

Hello Gui! I'm good thank you, I had a great long sunny weekend. I hope you're doing well too! 🌻🌻🌻🌻🌻

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

Jérémie:

Hey! I'm good thanks! Had a good week, didn't lose power, only the internet for one day!

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

Sonia:

Hey, I'm doing good thanks for asking! I had a nice week

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

Andrei:

Hey Gui! I'm finally building my music studio in a proper space so I'm really excited!!

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

Chloé:

Hello Gui! I'm glad the weather is getting warmer around here. I am already thinking of what I will be planting in my garden this year, so I can't wait for May to come already so I can start planting!

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

Gabrielle:

I'm great, thank you!

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

Richard:

Fun time camping in my apartment :)

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

Alejandro:

An Amazing Week as usual, I hope yours was just as good!

Gui:

Spring plans?

Alice:

Paint my whole apartment! 🏠 And other interior design improvements. 🛠️

Alejandro:

Getting ready for summer!

Richard:

I have my windows to wash, I want to get tons of plants, and grow some herbs.

Anna:

Spring is so short here that I'm not sure I have time to have plans!

Chloé:

Landscaping and decorating my front/backyard 🌳

Léa:

Skating outside whenever I can and clean my windows!

Alex:

Be happy and enjoy it

Iocman:

Alex, did you find any inspiration while at GDC?

Alex:

Yes! Lots and lots of it! I wrote down so many ideas I had while being there. Gameplay ideas, art asset ideas, project management ideas and so on!

Entirago:

Alex, what was the nicest thing anyone said about Paralives at the GDC?

Alex:

That it was going to be a great game and that it was apparent that we were putting a lot of effort into it! It's always good to hear something like that 😊

ApparentlyAwesome:

What are some examples of ideas you've had or features you've added inspired by larger ideas from future players? And on the flip side, what's a big idea you had or feature you added inspired by smaller ideas from future players?

Alex:

At the start of the project, many people requested features to customize things in great detail in the game so the color wheel, among other features, was added because of that! Regarding your second questions, future players are often suggesting small lifelike details like being able to open kitchen cupboards when cooking, for instance. As a small team, we won't be able to integrate as many of these small details as we would like but for the big picture, we still really want the game to feel like it has small touches that really make the character feel alive and unique.

Entirago:

Hope you all have a great week!

Alice:

You too Ent! ✨

Alejandro:

An amazing week! I am very happy so yeah! Hope yours was just as great!

Andrei:

Hope you had a great week too Ent!

🌱 Live mode

frizzynoggin98:

I have a question regarding pregnancy and birth in Paralives; would our Paras be able to have different options of birth, say a hospital or a home birth, having a doula, or having a water birth?

Anna:

We haven't decided yet. We might have only one option for the early access release and think about adding more in the future!

🐹🐹🐹 **Platypus** 🦫 :

continuing on from my last week's little series... last one promise!

When it comes to catching colds etc. is there a way you can have say younger, older or already ill para's to be more susceptible to catching more colds! 🤧

Anna:

It's hard to say since the illness system is very much hypothetical for now. I'd say it depends more on the fun or annoyance of a Para being ill more than the realism of which population can get it. Usually when we think about a feature, we try to plan how it will affect gameplay first, before thinking about the most realistic ways we can represent it. I think catching a cold from time to time could be a fun little detail to vary the day to day gameplay, but it is still probably going to be a constraint (the Para might only be able to stay at home and not have a lot of energy for other things for example), but we still want every life stage to be interesting. So if children have more chances to catch a cold for instance, it means that on the very few days we have of childhood, there will be a bigger percentage of sick days than in adults, which I don't think will be so fun. A day is a lot in a Para's life!

Rootbeer128:

Skills?

Jérémie:

Howdy! It's a bit difficult to answer this question because I'm not sure exactly what you mean. [We've talked about our design philosophies in the past](#) relatively to the skill system, and what was in that post still stands. We do not have a list of skills in the game just yet that I can share, and I can't really talk about any specific skill in detail either. If you're just wondering if the game is going to have skills however, I can confirm that it is going to be the case 😊

🎨 Paramaker

Possible Assassin (Ny):

⚡ is it possible for the player to make para's lips two toned? I know Marvin has them but a recent temp Para with dark skin had just one toned lips so I was curious as to how that works?

Sonia:

Yes it's possible! We use an equipment to recolor the bottom lip area. This way it can be added or removed and the tone is easily adjustable with the color wheel.