

PocketLife Build 2.0: The Life Systems Update

Release Target: Friday, June 19, 2026

Covers changes from: June 14, 2026 onward

Previous major baseline: Build 1.43

Introduction

Build 2.0 is a major milestone update for PocketLife.

This update is focused on making the game feel more complete, more connected, and much easier to play, especially on mobile. A lot of the work in this update is about turning separate systems into connected life systems.

Money is no longer just one number. Childhood is no longer just a short waiting room before adulthood. School requires more effort. Family background matters more. Housing is clearer. Health has better follow-up. Pets are more meaningful. The Phone is now a proper activity hub. The game now reacts more naturally to the life your character is actually living.

This is one of the largest updates so far, and it lays the foundation for bigger systems coming next.

Major Highlights

Banking Is Now A Real System

Banking has been expanded into one of the core systems of the game.

Players now have clearer separation between **cash on hand**, **checking**, and **savings**. This means your money now behaves more realistically instead of everything being treated as one shared wallet.

New banking features include:

- Cash, checking, and savings balances.
- Deposits and withdrawals.
- Auto-deposit rules.

- Savings interest.
- Checking perks.
- Bank reputation.
- Different bank types.
- Local bank applications.
- Deposit perks based on bank type.
- Withdrawal rules and possible fees.
- Bank activity history.

Banking now matters across many parts of life. Large payments such as rent, bills, debt, mortgages, property purchases, vehicles, investments, maintenance, and official fees can now use bank deposits instead of forcing everything through cash on hand.

This makes money management feel more connected and gives banking a stronger purpose throughout adulthood.

Credit Cards Have Their Own Page

Credit cards have been separated from the general credit record and now have their own dedicated Banking page.

The Credit Cards page now shows:

- Active credit cards.
- Total credit limit.
- Available credit.
- Current balance.
- APR.
- Card applications.
- Bank-specific card offers.
- Approval context.

Approved cards now appear more clearly even if they have no balance yet. This makes it easier to understand that a credit card is available without automatically meaning the player is already in debt.

The Phone Is Now The Main Activity Hub

The Phone has been rebuilt into a cleaner and more useful hub for the game.

Instead of scattered menus and overlapping shortcuts, the Phone now works more like the center of your character's daily life.

Phone improvements include:

- Cleaner app categories.
- Better search.
- Easier-to-read app icons.
- More focused menu grouping.
- Better back navigation.
- Mobile-first layout improvements.
- Clearer separation between life areas.

Pages opened from the Phone now return back to the Phone more reliably instead of dropping the player somewhere unexpected.

This should make the game feel more natural to navigate, especially as the number of systems continues to grow.

Mobile UI Has Been Heavily Improved

Build 2.0 includes a large mobile UI pass across the whole game.

The goal is to make PocketLife feel more like a proper mobile life sim instead of a desktop interface squeezed onto a smaller screen.

Mobile improvements include:

- Cleaner page headers.
- Better back buttons.
- Sticky detail page headers.
- More full-width mobile layouts.
- Better spacing on smaller screens.
- More compact cards and rows.
- Less repeated information.
- Better prompt layering.
- Better modal layouts.
- More readable finance, school, health, relationship, housing, vacation, and banking pages.

Desktop and laptop browsers now also show Life mode as a centered mobile-style app view, making the game feel more consistent across devices.

Life Stages And Childhood

Life Stages Now Feel More Different

Build 2.0 expands how the game treats different ages.

Children, teens, young adults, adults, middle-aged characters, older characters, and final-year characters now receive more age-appropriate menus, prompts, events, and activity options.

The game now better understands that a toddler, a 10-year-old, a teenager, a university student, a working adult, and an elderly character should not all interact with the same systems in the same way.

Improved life-stage areas include:

- Activities.
- Family time.
- Focus actions.
- School and education.
- Health and wellness.
- Shopping.
- Licenses.
- Relationships.
- Dating.
- Jobs.
- Travel.
- Money.
- Housing.
- Yearly life events.

Tiny Adventures And Little Kid Adventures

The activity system now grows more naturally with the character.

Ages 0 to 4 now focus on **Tiny Adventures** instead of the full Phone.

Ages 5 to 7 now use **Little Kid Adventures**, giving young children more appropriate actions before they grow into wider menus.

Ages 8 to 12 now get a limited **Family Phone**, with child-safe access to things like family, school, health, home, shopping, travel, and basic profile information.

Teenagers and adults then graduate into the full Phone hub.

This makes childhood feel more like its own part of the game instead of just a short intro before the “real” systems begin.

Childhood Now Reacts More To Family Situation

Childhood events now better respect the character’s actual household.

Events are less likely to invent siblings, pets, or family situations that do not exist. Childhood prompts now read more naturally based on whether the character has parents, guardians, siblings, pets, poverty pressure, family support, or a care placement.

Childhood improvements include:

- More accurate sibling references.
 - Better pet references.
 - More realistic family pressure.
 - More household-aware school moments.
 - More believable childhood money wording.
 - Better distinction between parents, guardians, and care placements.
 - Early childhood panels that reflect the actual home situation.
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New Lives Can Rarely Begin In Care

New characters can now very rarely begin life in care instead of a standard parent household.

This can create a childhood where the character starts in a children’s home or care placement, giving the life a different origin and early story.

These backgrounds are now reflected more clearly in childhood wording, home descriptions, family records, and early-life circumstances.

New-Life Stats Are Less Automatic

Starting stats have been rebalanced.

New lives now start with lower average stats and more variation, so growth over time matters more. Special talents now act more like small nudges instead of huge stat packages.

Smarts also no longer automatically carry the entire school experience. It still helps, but school progress now depends more on discipline, stress, study habits, home life, learning context, and effort.

This should make early lives feel less predictable and give players more room to shape their character over time.

Family, Relationships And Social Life

Family Interactions Now Change By Age

Family time now uses different choices and wording depending on the character's life stage.

A young child spending time with family, a teenager asking for help, a young adult negotiating independence, and an older adult reconnecting with family should now feel more different from each other.

Family interactions can affect:

- Happiness.
 - Discipline.
 - Stress.
 - Social confidence.
 - Family relationships.
 - Parent memories.
 - Cash.
 - Finance records.
 - Family mood.
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Family Money Help Is More Realistic

Asking parents or family for money now checks whether the household can actually afford to help.

Poor households should no longer hand over large amounts of cash that make no sense for their situation. Families with limited resources may offer emotional support or small help instead.

Money requests now consider:

- Household wealth.
- Local income levels.
- Parent income.
- Parent debt.
- Family stress.
- Available spare cash.
- Relationship strength.
- How the player asks.

This makes family support feel more grounded and less like an unlimited money source.

Family Background Now Matters More

Socioeconomic background now has a stronger effect on the player's life.

Poor, working-class, middle-class, affluent, and ultra-wealthy families now have more specific opportunity and pressure moments.

These can include:

- School support.
- Transport barriers.
- Scholarships.
- Paid lessons.
- Family connections.
- Budget stress.
- Safety nets.
- Status pressure.
- Career advantages.
- University funding support.

Earlier support or hardship can now leave records that may come back later in school, university, jobs, or family events.

Parent Deaths Are More Meaningful

Parent deaths now appear as major family prompts instead of being hidden in the life diary.

The game now treats these events as important family moments, especially when the player is still a child.

Parent deaths can now affect:

- Grief.
- Guardianship.
- Family structure.
- Housing.
- Inheritance.
- Probate.
- Funeral costs.
- Family records.
- Childhood stability.

This makes major family losses much clearer and more emotionally visible in the life story.

Relationship Pages Are Cleaner

Relationship detail pages now use cleaner subpage layouts.

Parents, partners, siblings, friends, and other people now have clearer profile sections and interaction areas. Relationship prompts are easier to read, and relationship memory pages now use a simpler mobile timeline layout.

People Archive has also been improved so parents and important people stay visible more consistently.

Relationships Can Show Current Home Situations

Parents, partners, siblings, and friends can now show their current home situation from their relationship page.

This helps make characters feel more grounded in the world, especially when people move, relocate, live with family, or have their own household context.

Match And Dating Have Been Improved

The Match app now behaves more like a real dating flow.

Dating improvements include:

- Swipe-style profiles.
- Dating settings.
- Mutual likes.
- Recent matches.
- Clearer dating flow.
- Better partner copy.
- Better breakup prompts.
- Adult-only Match access.
- Teen dating moved into age-appropriate school crush moments.

Match now unlocks at 18, while ages 13 to 17 use more appropriate school dating and crush events instead of adult swipe profiles.

Pets

Pets Are Now A Deeper System

Pets have received a large expansion in Build 2.0.

Pets now have a dedicated page, proper profiles, naming, interactions, care routines, yearly incidents, behavior tracking, supplier types, and pet-specific icons.

Pet improvements include:

- Named pet records.
- Pet profiles.
- Pet interactions.
- Owned pet menus.
- Adoption choices.
- Pet supplier categories.
- Normal, exotic, and weird pet options.
- Pet care routines.
- Pet behavior tracking.
- Yearly pet events.
- Pet grief.
- Pet-related health and happiness effects.
- Housing and rental rule interactions.
- Permit and lease approval actions.

Pets now connect more naturally to housing, family finances, household pressure, mental health, and yearly life events.

Pet Ownership Now Respects Housing Rules

Pets can now interact with leases, rental rules, and permits.

Players may need to resolve pet-policy problems, lease restrictions, or permit issues depending on the pet and housing situation.

This makes pet ownership feel more connected to the rest of adult life instead of being an isolated relationship feature.

Family Pet Issues Are More Age Appropriate

Family pet problems no longer make young children fully responsible for adult decisions.

If the player is under 16, pet care events now make it clearer that adults handle major decisions such as vet bills, leases, permits, and paperwork.

Children can still care about the pet, but they are not unfairly blamed for adult responsibilities.

Pet Icons Have Been Improved

Pets now use pet-specific icons instead of falling back to unrelated generic symbols.

Supported pet icons now include:

- Dogs.
 - Cats.
 - Rabbits.
 - Birds.
 - Reptiles.
 - Fish.
 - Mini pigs.
 - Ferrets.
 - Foxes.
 - Dragons.
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Money, Housing And Real Estate

Finance Pages Are Easier To Read

Finance pages now do a better job of explaining the player's money situation.

The game now separates and explains:

- Cash on hand.
- Bank deposits.
- Checking.
- Savings.
- Debt.
- Net worth.
- Assets.
- Investments.
- Mortgage pressure.
- Bills.
- Yearly money movement.

Debt, family finance, owned assets, investments, and net worth pages now use cleaner mobile layouts.

Bills And Debt Can Use Bank Deposits

Core yearly payments can now draw from bank deposits instead of only cash on hand.

This applies to things like:

- Living costs.
- Rent.
- Bills.
- Debt payments.
- Loan payments.
- Mortgage payments.
- Credit card payments.

The game now uses checking first, then cash, then savings for many formal payments.

This makes saving money in the bank feel useful instead of accidentally making the player unable to pay important bills.

Large Purchases Can Use Bank Deposits

Large official purchases can now use checking and savings without forcing the player to manually withdraw cash first.

This includes:

- Investment orders.
- Rental security deposits.
- Mortgage down payments.
- Property purchases.
- Vehicle purchases.
- Car loan down payments.
- Vehicle maintenance.
- Property maintenance.
- Mortgage refinance fees.
- Official fees.

Small, informal, risky, or nightlife-style actions may still require cash on hand, so cash still has a purpose.

Rentals And Leases Are Clearer

Rental leases now track terms and renewals.

Rented homes now show:

- Lease timing.
- How long is left.
- When the contract ends.
- Renewal options.
- Current rental context.

Players can renew active rental contracts from the Real Estate menu.

University housing and rental plans also behave more cleanly when the player cancels or changes future education plans.

Real Estate Has A Deeper Local Market

Real Estate buy and rent pages now show a larger local market feed.

Instead of only a few starter listings, players should now see a broader mix of available homes based on the local market.

Big-city student and worker rents have also been adjusted so expensive cities no longer generate unrealistically cheap rentals as often.

Mortgage Debt Is Easier To Understand

Mortgage debt now has clearer payment context.

Mortgage rows can show:

- Minimum payment pressure.
- Target payments.
- Estimated payoff time.
- Repayment planning.

Players can now better understand what the mortgage is doing to their yearly finances.

Family Home Pressure Is More Fair

Parents no longer immediately pressure every character to move out the moment they turn 18.

Family-home pressure now waits for the right situation and considers whether the character is in school, university, work, or already has a clear path.

This should make the transition from living at home to independence feel more natural.

Owned Property No Longer Pays Invisible Rental Income

Owned property no longer creates hidden rental income unless there is a proper rental mechanic later.

For now, owned property affects finances through value, mortgage pressure, upkeep, and ownership context.

This avoids confusion where properties were generating money without a clear player-facing rental system.

Education And Career

School Progress Is Stricter

School progression has been rebalanced.

Smarts still matter, but they no longer automatically guarantee strong grades.

School progress now depends more on:

- Discipline.
- Stress.
- Home life.
- Study habits.
- Learning context.
- Attendance.
- Assessment preparation.
- School support.
- Local education access.

This makes school feel more like a system the player has to manage, instead of something that passively succeeds because of one stat.

University Admissions Are More Realistic

University admissions now care more about actual school history, subject requirements, campus requirements, and exam evidence.

University improvements include:

- Pending applications are now shown clearly.
- Duplicate applications for the same next year are blocked.
- Minimum requirements now act as real gates.
- Subject requirements now block applications when missing.
- Campus-specific requirements are clearer.
- University applications are less likely to ignore displayed requirements.
- Cancelling a university spot now cleans up future housing plans.
- Continuing study as a foreign student now checks student visa coverage.

This should make university paths more understandable and more meaningful.

Adult Prep Classes Are Slower And Fairer

Adult Prep Classes now repair grades gradually over years instead of instantly fixing the school record.

This makes education recovery feel more like a real second-chance path rather than a one-click shortcut into strong university results.

University Now Conflicts Properly With Full-Time Work

Starting university now clears conflicting full-time jobs correctly.

Characters with a university spot scheduled for the next year can no longer start full-time jobs, recruiters, military, or special career routes before resolving the school plan.

This prevents hidden conflicts where the character was both a student and secretly still treated as fully employed.

Jobs Now Have Better Role Levels

Full-time jobs now support entry, regular, and senior role levels.

This makes listings, salaries, offers, and promotions feel less flat.

Job applications now also read the role, requirements, experience fit, and education history more carefully.

Job Matching Remembers Completed Degrees

Career listings, recruiters, CareerLink, and interviews now look across completed higher-education history instead of only the latest major.

For example, if a character completed an earlier degree in a relevant field, the game can still recognize that credential later, even if the current or latest degree label has changed.

Part-Time Work And Side Hustles Were Improved

Part-time jobs now use a clearer listing and application flow instead of instantly giving work.

Part-time work also stays visible even if the player later gets a full-time job.

Side Hustle is now riskier and behaves more like a small venture instead of a guaranteed money button.

High-risk part-time shifts in dangerous areas can also create dangerous events with real choices and consequences.

Health And Healthcare

Healthcare Has Been Expanded

Healthcare now has clearer doctor visits, provider choices, follow-up care, school health support, and health records.

Doctor visits now ask where you want to go and why you are visiting before showing the result.

Doctor result screens now explain:

- Diagnosis.
- Cost.
- Follow-up.
- Next steps.

Serious Health Risks Are Clearer

Dangerous health changes now interrupt the year as prompts so the player gets a chance to react.

Serious health risks should feel less like hidden instant-death rolls and more like events where the player can understand what is happening.

Serious accident recovery can also affect planned travel, including cancelling unsafe trips when the player is bedridden or recovering.

Health Follow-Up Is Less Spammy

Health follow-up is now less likely to repeatedly interrupt every age-up with the same routine doctor visit.

The game now does a better job of separating serious events from routine recovery and background follow-up.

Illness recovery should also read more clearly when a condition is over.

Healthcare Reacts To Household Pressure

Healthcare now reacts more to the player's actual situation.

Doctor visits and care screens can consider:

- Household income.
- Poverty pressure.
- Country support.
- Local healthcare access.
- Family resources.
- School support.

This makes healthcare feel less identical across every life.

School Health Support Is Connected To Health Records

School health support now ties into the health record more clearly.

School nurse checks, doctor notes, and school accommodations now behave more like connected systems instead of vague school-only buttons.

Vacations And Travel

Vacation Planning Is Now A Prompt Flow

The Vacation Planner now opens as a guided prompt flow instead of a huge submenu page.

Players can choose things like:

- Destination.
- Vacation style.
- Travelers.
- Activities.
- Flights.
- Stay options.
- Final review.

This makes planning trips easier on mobile and prevents the vacation page from becoming too overwhelming.

Mobile Trip Booking Is Cleaner

Trip booking on mobile now stays inside the planner more reliably.

Flight and accommodation choices are staged before the final booking, and the Book Trip button now appears at the final review instead of too early.

Trip invites, relationship visits, proposal trips, and saved upcoming trips now reopen the planner over the current screen instead of pushing the player through confusing nested pages.

Younger Characters Need Permission

Characters too young to plan independently now get a parent-permission style prompt instead of the full trip planner.

This helps travel behave more naturally by life stage.

Town Map And Local Life

Town Map Destinations Now Create Encounters

The Town Map now creates local encounters instead of only acting as a navigation map.

Locations such as the park, library, playground, gym, cinema, city office, and bank can now create age-aware choice prompts.

These encounters can affect:

- Health.
- Happiness.
- Smarts.
- Discipline.
- Social confidence.
- Stress.
- Family mood.
- Reputation.
- Legal risk.
- Education.

Some map choices can also warm existing friendships or create new local friends.

Local encounters have yearly limits so they cannot be spammed for unlimited stats.

Children Can Have Bank Errand Moments

The Bank marker now gives children small parent-led money encounters instead of only pointing to adult banking systems.

Child bank errands can involve:

- Savings.
- Receipts.
- Budgets.
- Patience.
- Allowance.
- Treats.
- Parent conversations.

Teen and adult characters still open the normal banking page.

Identity, Citizenship And Legal Routes

Identity And Emigration Are Easier To Find

Identity, citizenship, visas, and emigration now read as one connected legal-residence area instead of being scattered across unrelated menus.

This makes legal identity and relocation routes easier to find from the Phone.

Legal Name Changes Are Better Tracked

Legal name changes now track first and last names separately.

The game also records legal name history for later review, which helps long lives and legacy-style play feel more consistent.

Citizenship And Emigration Picker Is Easier On Mobile

The emigration and citizenship picker now works better on mobile.

Country search results are easier to surface, and the screen behaves more like a focused residence-route menu.

UI, Navigation And Quality Of Life

Desktop Now Uses A Mobile App Presentation

Desktop and laptop browsers now present Life mode as a centered mobile app on a dark page.

This keeps the game's main experience focused on the mobile-first layout while preserving older desktop dashboard styling for possible future use.

Detail Headers Stay Visible

Mobile detail pages now keep Back and title headers visible during long scrolling.

This makes pages like Real Estate, Care, Finance, School, Relationships, and other long menus easier to navigate.

Settings Has Been Cleaned Up

Settings now gathers several utility actions in one place, including:

- New Life.
- Restart This Life.
- Theme.
- Playtest feedback.
- Developer tools.
- Achievements.

Restart This Life now uses an in-game confirmation modal and should reset the current run more reliably.

Home And Household Navigation Was Fixed

The Home and Household back buttons no longer trap the player in a navigation loop.

This makes moving between home details, household members, and related pages smoother.

Education And Work Now Have Fuller Hub Pages

Education and Work now open fuller hub pages instead of jumping straight into listings.

These pages can show status, history, CareerLink, job routes, school context, and progress more clearly.

Investments Page Is Easier To Scan

Investments now open with a compact portfolio snapshot and clearer action flow instead of a stack of oversized summary rows.

Profile Wording Is Cleaner

The profile popup now describes mood, health, stress, and learning in cleaner language.

Bug Fixes And Polish

Build 2.0 also includes many smaller fixes, cleanup passes, and quality-of-life improvements.

Fixed And Improved

- Fixed duplicate university application issues.
- Fixed pending university spots not being visible enough.
- Fixed cancelled university plans leaving future housing behind.
- Fixed university starting while hidden full-time jobs still existed.
- Fixed scheduled university allowing full-time career paths too early.
- Fixed primary school starting more than once.
- Fixed stale school-start prompts.
- Fixed some school activities and clubs not ending clearly between school stages.
- Fixed adult prep being too instant and too powerful.
- Fixed university requirements being displayed but not properly enforced.

- Fixed children being pushed into adult-style menus too early.
 - Fixed child and teen finance wording not matching the family situation.
 - Fixed family events inventing siblings for only-child lives.
 - Fixed family pet events putting too much responsibility on children.
 - Fixed pet icons falling back to unrelated symbols.
 - Fixed relationship pages being too cramped on mobile.
 - Fixed People Archive hiding important family records too easily.
 - Fixed parent deaths being too easy to miss.
 - Fixed household back navigation loops.
 - Fixed Phone-launched pages returning to the wrong place.
 - Fixed Vacation Planner navigation being too nested on mobile.
 - Fixed long playtest saves causing the Trip Planner to blank the UI.
 - Fixed healthcare visits creating strange cash windfalls.
 - Fixed routine health follow-up interrupting too often.
 - Fixed unclear doctor result text.
 - Fixed unsafe vacations continuing during serious accident recovery.
 - Fixed owned properties creating invisible rental income.
 - Fixed rented homes not showing lease timing clearly enough.
 - Fixed unrealistic cheap rents in some expensive cities.
 - Fixed credit cards being unclear when approved but unused.
 - Fixed Debt page not showing zero-balance credit card accounts clearly.
 - Fixed finance pages taking too much vertical space on mobile.
 - Fixed mobile close buttons stretching awkwardly.
 - Fixed mobile page headers disappearing during long scrolling.
 - Fixed investment pages being too bulky.
 - Fixed bank dialogs blending into the background.
 - Fixed banking actions being too crowded.
 - Fixed several prompt, modal, row, card, and mobile layout issues.
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What This Update Is Really About

Build 2.0 is about connection.

Before this update, many parts of the game existed, but not all of them talked to each other clearly enough. Build 2.0 starts tying those systems together.

Your childhood background can affect your school path.

Your family situation can affect money, stress, support, and opportunities.

Your bank money now matters for real payments.

Your housing situation is clearer.

Your education path has stronger requirements.

Your health events are easier to understand.

Your pets are part of the household.

Your Phone is easier to use.

Your life story leaves better records behind.

This update makes PocketLife feel more like a connected life simulator and less like a set of separate menus.

What Comes Next

The next major focus is a proper **crime and law system**.

After the core systems are in place, financials, health, crime, education, career, housing, family, and law, PocketLife can start expanding into bigger and more exciting life paths.

Build 3.0 is currently planned for **Friday, June 26, 2026**, and will introduce one of the community's highest-voted feature suggestions.

Possible future directions include:

- Social media star.
- Famous athlete.
- Actor.
- Director.
- Formula 1 driver.
- Spy.
- Gambling and casinos.
- Business management.
- Investing and stock market or crypto.
- More rare destiny paths.
- More advanced legacy systems.

Build 2.0 strengthens the foundation. Build 3.0 is where the game can start getting even more ambitious.

Thank You

Thank you to everyone testing, suggesting ideas, reporting bugs, and helping shape the direction of PocketLife.

This update is a big step toward making the game deeper, cleaner, and more fun to play long term. 😊