

# November 17th, 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/](https://www.patreon.com/alexmasse/) for details.

**Disclaimer:** As we are advancing on the game's development, we've been sharing more sneak peeks and details on Live Mode features to our Patrons that have not been made public yet. As such, some public dev chats may seem shorter than usual as we have to redact some Patreon-only content!

## 🌟 Community's choice question

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

**Entirago:**

Will parafolk just loiter in the bathroom once they've done their business, waiting for other parafolk to come talk to them, or will they move on to a more friendly area of the house autonomously and/or meet their other parafriend half way?

**Jérémie:**

Howdy Ent! That's an interesting question! If I understand what you ask, if you have nothing else in the interaction queue after using the bathroom, I think that the Para would hang around in the bathroom for a small time and then their autonomy would kick in and they'd leave and do something else. What that entails will depend on many factors, they might go practice their skills, fill their other needs or chat with other Paras if that makes sense in the current situation. Hope that answers your query!

## 🎮 General questions

**LiINerdyWitch:**

I wonder if games has options to use volumetric fogs/clouds on high settings and fake fogs/clouds on lower settings? This also applies on volumetric lighting.

**Jérémie:**

Howdy! We don't have that kind of effects in the game at the moment, so I can't currently answer. We also do not have that much in lieu of quality settings as well, so that'll have to wait for the future! Thank you for the question!

## 👋 Devs questions

**Gui**

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

**Alex:**

Hey there! :)

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

**Léa:**

Hello Gui! I've been obsessed with Coral Island lately so I'm having a great week despite the weather!

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

**Anna:**

Hi! I'm good, thanks!

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

**Alice:**

Hello Gui, I'm doing good! The cold weather is definitely here in Montreal, it is time for scarves and gloves! ❄️ I hope you're ok too :))

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

**Jérémie:**

Heya Gui! I'm good! Bit tired, but good!

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

**Sonia:**

Heya, im good thanks for asking! My week was nice

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

**Andrei:**

What's up Gui! Had a bit of a sleepless week but doing lots of music!

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

**Chloé:**

Hello Gui! I am so sleepy this week 😴

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

**Gabrielle:**

I had a good week, thank you :)

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

**Richard:**

Very nice!

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

**Alejandro:**

Very good week, I hope your week was just as good!

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**lceman:**

Any fun secret secrets that [redacted]?

**Alejandro:**

Yes! So many secrets, like right now I am working on [REDACTED] and it's amazing I love working on [REDACTED] related stuff.

**Richard:**

No :)

**Andrei:**

Me with all the dev's vague answers:



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**Poutine Connaisseur Gui:**

Who is gonna be put in charge of coffee and tea research so you guys can have adequate description of the taste in game? ☕️

**Alejandro:**

I love tea and coffee! And I do not know anything about tea or coffee

**Alice:**

Not me I hope, I already drink too much coffee... (‘◡\_◡’)

**Andrei:**

I'll take care of the juice and milkshake research 🥤

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**Poutine Connaisseur Gui:**

Happy Monday and don't forget to have fun!

**Alejandro:**

Hapday Monpy to you too Gui!

**Alice:**

You tooooooooooooooooooooooo! 🌈

**Andrei:**

Thanks Gui!

**Alex:**

Thank you!!!!

## 🌱 Live mode

**Entirago:**

If there are police to catch teens who are out after hours, I hope the chance of being caught is related to what the teen is doing. A teen doing homework in the library shouldn't be caught, whereas a teen egging multiple houses should have a high chance.

Also mentioning this for Zah, a teen should be able to get better at sneaking around if they choose to. Same for older criminals.

**Anna:**

I like how much thought you have put into teen criminality haha! I don't know if there's going to be anyone patrolling the streets to look for teen shenanigans, but I agree such a gameplay would benefit from logical rules and maybe a sneaking skill? Parents should definitely be able to catch their disobedient offspring whenever they realize they're out on a curfew though!

## 🎨 Art

**LiINerdyWitch:**

I wonder if Chloe and Lea use this trick

[https://x.com/Indiedev\\_Hub/status/1717053274384216077?s=20](https://x.com/Indiedev_Hub/status/1717053274384216077?s=20)

on pools, oceans, rivers, and lakes? This also applies on frozen bodies of water:

[https://x.com/gamedev\\_repost/status/1691317746347266049?s=20](https://x.com/gamedev_repost/status/1691317746347266049?s=20)

**Chloe:**

We haven't finalised water shaders yet, but in general the techniques of animating a texture shown here is a trick we use amongst others!

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**LiINerdyWitch:**

I wonder if snow has depth, is that possible to have trails while Para walking, cars driving on road, snow road cleaning on deep snow: <https://www.youtube.com/watch?v=ftCyZ7F5g9E>

**Chloe:**

We haven't decided yet how the snow will behave and how we will create it. We have to study it further to see how different techniques and snow behaviour will affect performance as well as gameplay!