

# June 30th, 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/](http://www.patreon.com/alexmasse/) for details.

## Community's choice question

*This question got 8 votes from the Super Patrons on Discord!*

**IAmorFatill:**

What is a question about Paralives you are surprised people haven't asked yet? (thanks Jérémie!)

**Chloé:**

WHEN IS THE GAME coming out???

## General questions

**Possible Assassin (Ny):**

With the billing system so you guys plan on allowing the player to pay each bill separately? Like say we only have enough money for the water bill could we pay just that and let electricity get shut off or will it be an all or nothing system?

**Jérémie:**

At the moment the first iteration of the billing system will only be a everything or nothing situation. This is only the first version however, so we'll be looking into ways to make it more interesting and fun. Maybe paying bills separately could be one thing we would do, but I gotta say that personally I don't know how useful it would be to be able to pay one bill versus another, that would be an extreme edge case of something barely having enough money, or something of the sort. We'll see!

**Rootbeer128:**

So... My Patreon access didn't get shut off yet. I was able to sneakily read the latest post. :doggoShhh:

I have an interesting idea... What if a player put as many lights as possible, and the electricity in their house failed because of an overload?

I know it may not be in your plans, but it's still something interesting to consider.

Likewise, with water... What if you place too many bathtubs, toilets and sinks (and the dreaded dishwashers 🤢) and no water comes out?

**Jérémie:**

Howdy Rootbeer! That's not part of our plans at the moment, we're not planning to be an electricity simulator, nor do we want to have to deal with water pressure or anything too intense. I don't think most people would enjoy having to mess around with that kind of system, and if it takes time and energy to design and implement it, it's probably something we'll not focus on. Thank you for the suggestion!

**Platypus 🦆:**

A suggestion for the billing system! To reduce water usage, mainly for plant watering etc. Would it be possible to implement a sort of rainwater collection system? Like a simple, small barrel to piping on roofs

**Jérémie:**

That could be neat, but not planned at the moment. We'll think about it more when we think about the weather, maybe?

**WickedBrony:**

You mentioned bills were tied to lot ownership. What about para that rent lots? Will all their bills be covered by rent?

**Jérémie:**

Renting of lots has not been worked on enough for me to be able to say how things would work in that case. It'll certainly have an impact on the bill system, but it's not possible to say how right now. Thank you!

**WickedBrony:**

Tied into this, will there be the options to invite in roommates to lower the bill?

**Jérémie:**

We haven't thought about if/how roommates would factor into the game as a whole, much less the billing system specifically, so I don't have much to say here either. If your roommates are part of the household, they're going to share your pool of money thus not have a direct impact on paying the bill - although if they work, they could bring in more money. If your roommates are not part of the household, there's a lot to consider here and the billing system is just the tip of the iceberg!

**Domon:**

I presume you're planning to include some open public lots alongside the work-related rabbit holes. Have you given a thought of what open public lots you want to have at launch and will they have some specific mechanics attached to them?

**Jérémie:**

We have thought a little bit about the kind of lots we want in the town, but not enough for me to reveal anything at this point.

**Domon:**

In addition to Zah's last point, I have a question. What happens to public lots? Do the owners have to pay their bills / that lot's bills? Would the city pay it? Or if it's privately owned and publicly operated, would the private owner pay it? I could see a nightclub or bar being expensive to operate.

**Jérémie:**

Howdy! As we do not have public lots in the game yet, it's difficult to say how they would work, bill-wise. We do not plan to create a complex economical simulator, so I'm not sure if parks and businesses owned by NPCs would have to pay bills which could lead them to get their power cut, but we'll see. That's interesting to think about for sure!

**Zahlea:**

First of all, I want to say that the bills system looks so freaking good!!!! 🥰 I love, love, love the itemised list and it looks really pretty. I'm ecstatic that you're including electricity production and it will be so cool to have that as a way to earn money. I guess for my first question/suggestion/hope:

I would love for it to be balanced so that even if you spam a huge lot with solar cells and wind turbines, you wouldn't make a fortune from producing electricity. I admit I'm a bit "scarred" by how ridiculously easy it is to earn money by painting in The Sims and I wouldn't want electricity production be Paralives' "money farm" (I don't want Paralives to have any "money farms", if possible - it somewhat breaks the game for me)

**Jérémie:**

Thank you for the kind words! It's true that balance is pretty important, money-wise. This is something much bigger than only the billing system, but I'm always keeping that at the back of my mind. I don't think electricity production on an individual level should feel like it's a trick at making money, and I would rather prefer seeing it being used to lower the cost of your energy bill. This is part of an overall discussion about how much money can be the principal challenge or hook in a life simulation game, and we're just starting to work on these questions. Can't wait to see where that brings us!

**Rootbeer128:**

Howdy! As we do not have public lots in the game yet, it's difficult to say how they would work, bill-wise. We do not plan to create a complex economical simulator, so I'm not sure if parks and businesses owned by NPCs would have to pay bills which could lead them to get their power cut, but we'll see. That's interesting to think about for sure!

**Zahlea:**

Second, have you considered stuff like owning a car or boat to be added to the bills? I'm imagining this would represent insurance and fuel costs; it's something I'm quite hoping for since I'd love for "luxury items" to be a money sink and not only the once when purchased 😊

**Jérémie:**

We haven't thought much about car (and even less about boat) ownership at the moment, but it's certainly something that could be part of the billing system. We have to wonder if insurance and fuel and maintenance make sense in the context of our game (is a car just a static transportation system that is unchangeable or can you run out of gas, etc.) and that's not something we're thinking about right now. Thank you!

**Zahlea:**

Third, your post mentioned: "any household who **owns** a lot will have to pay bills" does this mean that if a para doesn't own a lot (which might be possible as mentioned in a previous Patreon post), then they won't pay any bills at all? Even, say, if the above holds true and there's a running cost for cars and my lotless para owns a car - then would they not need to pay bills for the car?

**Jérémie:**

We haven't thought much about the specifics of the bill system for Paras that do not own a lot, nor we have thought much about them besides the extent that we want it to be possible. If you need a lot to get bills, do you need a lot to get paid for your work? Can you buy a boat or car if you don't even have a specific place to live? Much more thought needs to be done before I could answer that question.

**OVina\_:**

Will the taxes for households go up if the value of the property increases alongside the demand for housing in a neighborhood? As a lot of irl houses have to pay taxes and bills according to where they are situated and the general public's desire to live in an area.

**Jérémie:**

That's a great idea! It's a question of balance between having engaging bill gameplay and being simple enough for most people. Depending on the size of the town, the importance of neighborhoods and the rationale behind the taxes, this could be something that doesn't make sense for Paralives. We also do not want it to be a complex economic simulation, so that might be a bit too much for what we want to do.

**WickedBrony:**

Will there be other deductions on bills besides child credits and unemployment?

**Jérémie:**

Howdy! There could be! The billing system is still at its infancy and we will think about cool and interesting items we'll be able to add to it in the future! It'll depend on the other gameplay systems we have and how interesting we think they could be linked with the rest of the game.

## Devs questions

**Gui**

Good vacation Alex!

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

**Léa:**

Hello Gui 😊 My week was a little sad, I had to say goodbye to two of my close friends who are going back to France!

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

**Anna:**

Hi Gui! My week was great, thanks!

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

**Alice:**

Hi Gui, I'm exhausted (but very happy) as we finally started repainting and patching our apartment! Feels good. 😊 I hope you're doing well!

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

**Jérémie:**

Hello Gui, I'm good!

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

**Sonia:**

Heya, Im good! Its was a pretty sad week because of all the rain 😞

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

**Andrei:**

Andrei is on vacation this week.

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

**Chloé:**

Hi Gui! My week has been fine :)

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

**Gabrielle:**

I'm going great, thank you! Montréal has been so much fun lately with so many free live music events and street performances, I even went to see Vance Joy live during Jazz Fest last weekend!!

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

**Richard:**

Super :)

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

**Alejandro:**

A Really good week as usual, I hope yours was just as good!

**Rootbeer128:**

Due to billing issues I'll likely miss this Dev QA since I'm not renewing until July 4th, that Tuesday, but I hope you all have fun and that lots of good questions are asked! I'll pick up on the excitement of the Patreon post on Tuesday!

**Gabrielle:**

Great to see you back 😊

**Gui:**

While Alex is away, you guys should build up the office lego room!

**Chloé:**

Unfortunately because Alex isn't here, we are unable to acquire funds for said office lego room :(

**Alejandro:**

What Cholé said :(

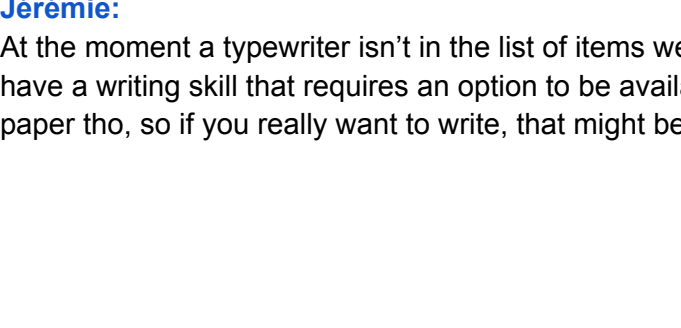
**Gui:**

A Button appears! Do you press the Button?

**Léa:**

If the button is red, yes.

**Chloé:**



**Alejandro:**



**Richard:**



**Gabrielle:**

Idk I think I'm too lazy to face the consequences of pressing the button :/

**Entirago:**

I'll wish you all a good week

**Anna:**

Thank you Ent!! Have an amazing week too!

**Léa:**

Hope you do too!!

**Chloé:**

Thanks Ent, hope you'll have a nice one too!

**Alejandro:**

I wish you a good week to you!

**Gabrielle:**

Hope you have a beautiful week too :)

**Richard:**

YEA! :After Canada's birthday week :).

**Alice:**

Thank you Ent, you too!! ✨

## Live mode

**JanK - through IAmarFatill:**

Hi guys! First of all I want to say you have been doing an amazing job this year, and I can wait to see what's next for Paralives. So, my question for you all has to do with the rabbit holes. The roadmap shows you have been working on them recently, so I'd like to ask how you are approaching the rabbit hole system? Are you going on the route of the Sims 3 and are making whole buildings that function as the rabbit hole? Or are you approaching them like an object you can place in a community lot, and then allowing the players to modify said lot to modify and customize the building the rabbit hole is placed in as much as they want?

**Jérémie:**

At the moment we have a basic rabbit hole system as in characters can leave their house and disappear when they go to work or at school. We still have to work on that mechanic a bit more before I could answer that question. I think I'd prefer it if rabbit holes were buildings like houses so they can be edited and tweaked more easily - It's a technical and design issue, but we'll see!

**Domhna - through IAmarFatill:**

If the paras can have cultural values, can these values be transmitted from generation to generation?

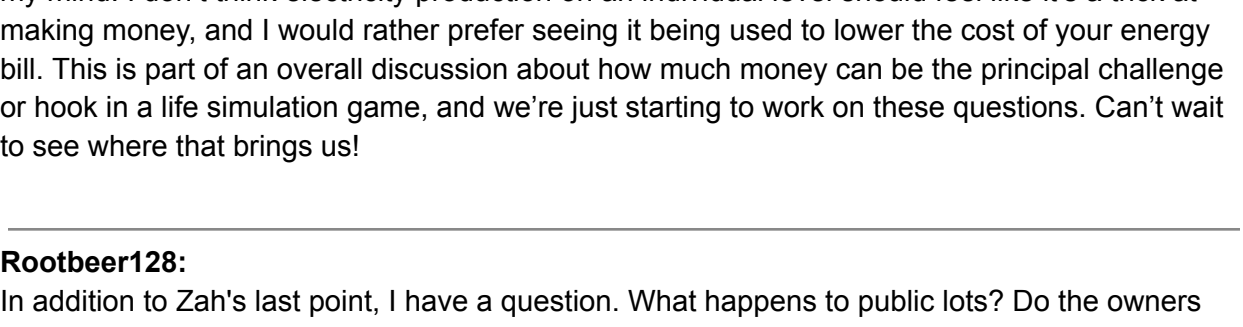
**Anna:**

Cultural values are not something that we planned yet so it is hard to answer hypothetically, but yes I guess it could be tied to a family so that the children get them automatically somehow! We haven't discussed how such a system would work for now though so I can't really say much.

## Build mode

**Domon:**

Another roof related question from me (Didn't suspect I'd be this interested in roofs). When designing roof system in the future, do you think it'll be possible to make the walls that clip through the roof disappear? I've tried building a house inspired by Polish folk and these walls just sticking out of the roof look so bad. The feature I'm talking about would be purely cosmetic. As in the walls would still be there, but you wouldn't see the bits that pass the roof. Or do you think you'll try finding a different solution to this problem?



**Jérémie:**

Howdy! As we are focusing on the live mode right now, I don't have much to say about roofs, it would be really neat to have this done automatically, but we have yet to tackle that issue. When we get to building the roofs we'll see what is possible, if we can support that kind of roof and have it look good and depending on how important it is for us we'll try a few method to have them in-game. It's possible that our base roofs will be simpler and we'll work towards more complex constructions later on.

**Aleah:**

Since off the grid lots were mentioned in the Patreon post, I was wondering if there will be a typewriter object that gives Paras the option to type stories and/or letters on it, instead of using a computer?

**Jérémie:**

At the moment a typewriter isn't in the list of items we plan on making, it'll really depend if we have a writing skill that requires an option to be available off the grid. We'll have a notepad and paper tho, so if you really want to write, that might be available!