

Hey everybody, welcome to the December 2025 Patreon Q&A. The last one of the whole year! Wow. Wow. Time continues on and so do we. So, let's get into all of the questions everybody sent in this month. And the first one is actually a question that two people asked, so I'm just going to answer them together.

After you finish OLNf, do you guys plan to still do more games like OLBA and OLNf? And then also: Hi GB and David, I was wondering if you guys plan on doing *Our Life* games for every season or you plan to move on to new ideas after OLNf? Thank you and happy holidays!

So right now at this point, there are no plans to do more *Our Life* games. I do have an idea for potential *Our Life 3*. However, I have no idea if and when I'd actually create a game like that, or if I'd end up coming up with something else instead. So as of right now, whenever people ask, I just say that there are no actual plans to make additional *Our Life* games, though we are going to keep making large visual novels with very customizable MCs.

Do you have plans to make alternative character DLCs as new characters get introduced?

I assume that's for OLNf and unfortunately no. The two leads are the only characters getting stories and all the other characters will just have to remain supporting cast who don't get DLC centered around them.

Will we ever see Cove, Liz, Pam and Lani, or other characters from OLBA in other works from you in the future?

Maybe. None of those characters are in *Our Life: NF* and I mentioned that there is no guarantee there will ever be another art life game. If I make another game set in modern day, in the real world, where it's the same shared universe of *XOXO Droplets* and the *Our Life* games, then maybe they could show up again. But there is no guarantee, unfortunately.

Is there any chance we'll see the Jerk Squad again? I love Jeremy and Shiloh. I've named my new baby retic Shiloh.

If you mean a reticulated python, that's very funny to name your snake after Shiloh. Unfortunately, we probably won't repeat cameos, and even less likely will make a new game based entirely around the Jerk Squad. So maybe other Jerk Squad characters will

appear again, like Bae, but Jeremy and Shiloh had their time as cameos and as stars of a different game, so we probably won't bring them back yet again.

Do you have any plans for what sort of games you'll be making once you finish OLNf.

Yes, I have mentioned it to a degree on the Patreon. It's called Project W. I've also occasionally answered some Tumblr asks about it, but there's no art. Nobody's actually working on it besides me brainstorming things, but I do want to make this historical fantasy visual novel after OLNf, and potentially other things as well. But I, you know, it's still too early to make any kind of announcements. However, I guess it's not that too far from what I might be able to start talking about things in 2026. I will likely begin to talk more about games that will be coming after OLNf.

Hey GB, happy holidays to you and the team. 1. The core gameplay concept behind the OL series is somewhat unusual. Instead of a range of characters with different personalities and styles that you pick from, we have one (or I guess two for OLNf) main character you sort of mold according to your choices and preferences. Where did the idea for that sort of mechanic come from?

It came from limitations and priorities. I wanted a game where you grew from childhood to adulthood, and actually really experienced the growing up with your childhood friend story, where you weren't just told memories that happened in the past, but you made those memories themselves. And it was a very small team, especially back then. We had almost no budget and there was no way we could make a game like that with multiple different leading characters to choose from. So, I decided to go all in on one leading character and, you know, do my absolute best to make it a worthwhile experience, even if it is just one person. He would still, you know, particularly interesting to get to know and spend time with, and things still felt unique because of your own choices in the story. And that was the main priority to hopefully make it not matter that there's only Cove because there's so much you can potentially do.

2. Are there any other visual novels that you would say were a particularly big inspiration for what eventually became OLBA?

No, I don't think a specific visual novel did. In general, I am a big fan of the childhood friend trope, but that's in many visual novels, so it's more of a visual novel concept overall than something from a specific visual novel. And the childhood friend thing is

also in many other types of media besides visual novels. And the other types of major elements of the game were inspired by things not from visual novels either non visual novel, types of games, or my own life. However, there are visual novels that I have found to be very inspiring and I wished I could make a game that was similar to them. But I never have, so it's just never ended up happening so far.

3. In a similar vein, are there any visual novels that you think had a big impact on you as a person, or which you just really encourage other people to play?

I am one of those people who is very hesitant to make recommendations, because I know everybody has such unique preferences to themselves, and I wouldn't want to recommend something that they really aren't going to like. I don't believe that there are universal things that anybody who likes a mystery is gonna like this mystery. I just don't think that's true. However, there are visual novels that I think had an impact on me as a person. I was, you know, alluding to that on how there were other visual novels that I found to be very inspiring. But I've never really tried to emulate them in my own work. Couple examples would be *Nine hours*, *Nine persons*, *Nine doors* from the Zero Escape series. I really love that game. It was the first M-rated game I ever played in my life. I thought, you know, "How bad could it be? It's just basically a visual novel". And then it was a lot more violent and shocking than I thought it was going to be, but I thought it was so great. And, you know, I've loved horror visual novel games ever since, but I always really liked horror, scary kind of games. And then the game that got me into indie, English made visual novels is a game called *Fatal Hearts* by Hanako Games, and I really like how that game did their storytelling, where there are still routes that you get on based on your choices. But all of these stories are always happening at the same time. It's not like all the other characters just kind of sit around doing nothing or supporting the romance character that you chose because you didn't pick their story. Their stories are still happening. You're just choosing which one you're participating in, essentially which one is going to get an edge, because now you're helping them and are involved. And so, the people you don't pick are now more likely to be the losers in this conflict. And I've always wanted to make a game where there are just a world where lots of things are happening, and you just get to choose which parts of it you're involved with. And you can do that a little bit in the *Our Life* series, but it's not like plot storylines that are happening simultaneously. But it would definitely be cool to make a game like that someday.

Hello, hello! It's my first time asking a question here on the Patreon. I just had to take the chance before the new year haha. Anywho I just have a few questions regarding a little scenario I was curious about. Feel free to skip them if you feel the need to. 1. In OLBA you could confess to Cove at the end of Step Two if he's the one, you choose to be your love interest. However, if I remember correctly, the MC's parents didn't allow them to start dating yet, even though you confessed. I also remember you mentioning you can also confess at the end of Step Two in OLNf. So my question is do Qiu and Tamarack's parents allow them to officially start dating at that age?

Yeah, basically. I haven't written the confession scenes yet, but I'm not gonna repeat the same kind of reaction that happened with Cove, where the MC and him are like, "Oh man, our parents aren't even going to really want us to be trying to date because we're so young". These characters are a little bit older. They're 14 and they have different parents than in OL1, and so is not going to go that way in OLNf

2. If not, would the both of them go against their parents' wishes by suggesting dating in secret? If they're allowed, you can probably just answer for the scenario's sake, haha. That's all I wanted to ask. I hope it made sense. Thank you and the team for your incredible hard work as always! Happy holidays and a happy New Year once it approaches us.

Thank you very much. Happy holidays. So yeah, it is allowed so they won't have to go against their parents' wishes, but I imagine both of them would decide that they're dating in secret, or they might just not care that their parents don't allow it and are just going to be doing it anyways because they can't stop it. It's not like they can force Tamarack and Qiu and not see their neighbor and classmate.

Hello GB and David, how you guys this lovely December? I am currently writing this as I have COVID. Anyways, here's my questions. Would Child Cove and Child Baxter watch *My Little Pony*? If so, what would they think of it?

Well, I'm sorry you have COVID. I hope you feel better soon. They wouldn't watch *My Little Pony*, and what they would think of it would depend on which era or generation they were watching. If we're talking like *Friendship is Magic*, Baxter would not care for it. I don't think he'd care for any *My Little Pony*. Cove, he'd probably, I guess, not mind it too much, but also not really be that into it.

Also, if they had one, what would Step One and Two Qiu and Tamarack's favorite pony be? These are my last MLP related questions, I swear.

I think I already answered this for Step One. Qiu goes with Twilight Sparkle, and I think Tamarack wouldn't be able to choose just one favorite pony. She'd like most of them. As for Step Two, neither of them would have a favorite pony, unfortunately. They would absolutely refuse to pick a favorite pony.

What would Qiu in Tam's sense of humor be like in Step Two, especially with online stuff and how active they are on social media? I'd be curious to hear about Ren too and the other "our age" characters. Considering Vine is canon in *Our Life* universe, I'm excited to know. This is my first time asking something for the Q&A. I hope you're having a lovely day.

Thank you. Unfortunately, I don't have a very good answer. You can see their sense of humor in the game, but when it comes to online stuff, that is really a large weakness in my writing. I just don't really do internet humor. I never really reference anything specific, and my characters don't really have, you know, internet savvy chops because I don't. I really would sound like a total faker trying to write any kind of, like, meme or joke style that comes directly from the internet. It's all definitely more generalized teenage humor. It can't be like from a specific era of time where there were certain jokes and stuff that people use. Sadly, I'm just not that good at that. I didn't really participate in it when I was their age or during that time. I would have been older than them, like back in 2014. And you know, I just cannot convincingly fake it.

Hello GB and David, I hope everyone is doing well. This one is for the end of Step Two intro, but what are both leads thinking about? If you go with just one of them and they're on crush? I believe the MC was wondering if they considered it a date or not.

I assume you mean to the diner, and you can invite one, both or neither. And so if you go just with Tamarack or just with Qiu while you have a crush on them, and in that case, they are happy to just be doing this activity with the MC. Tamarack might be a little nervous, but I don't think either of them are assuming this is a date, especially because MC's mom was supposed to be there and she canceled on the MC, and the MC might even be upset about it. And even if they're not, I imagine they wouldn't go so far as to think, "Oh yeah, because their mom canceled, that means now we're on a date". They probably would just think, you know, it's the special tradition that they always do.

Will there be a winter? Hopefully.

I think maybe you mean, will there ever be a game set in winter where that's the whole theme of the game? Like we've had a summer game and an autumn game. And the answer is maybe. If there is a winter game, there's no guarantee it will be part of the *Our Life* series. It could be just a different type of visual novel that is set during winter, or even just a place where it snows most of the time, but it would be nice to have future games be very seasonal and be based around the seasons that I haven't already focused entire games around. So it's not that unlikely. But if something happens and I'm not able to keep making games for many years to come, I just might never be able to get around to it.

I have been playing the beta of the demo nonstop to try and find all the content, and I am super blown away with where the game is already. It's making me wonder about what specific things inform certain random choices in the game that I have noticed change, but have never been sure how it's influenced, if you don't mind going on to behind the scenes. Particularly interested in what informs the locker and classroom arrangements in Step Two because I was amazed in one of my playthroughs to find that you can be in the same homeroom and locker arrangement as both Qiu and Tam.

So the homeroom and locker locations are 100% random. Nothing you do influences them at all. I just thought it'd be interesting that in the Prologue of Step One, Mrs. Murray goes out of her way to try and give you a little bit of control and choose your seat. But in high school, there's none of that consideration at all. Everything is entirely out of your hands. And I do like to have, you know, variety and randomness where I can so that things aren't always the same no matter what. And you can save right before they talk about their homeroom assignments or locker assignments. And then if it's not what you want, you can just reload and click through the scene again and see what you get that time and keep doing that until you get whatever combination you want.

Hey there, I don't know if this has been asked before or if this is an appropriate question for this particular Q&A, but it's something I can't help but notice. A lot of times it feels like the orientation of perspectives is inverted in weird ways. The easiest example I can come up with is in the prologue for NF, when you're at the fork in the forest and you choose to go left or right, it's from the first-person

perspective based on what you're looking at in front of you. But later, when you're going back, it feels like it's meant to be the first-person perspective still, but the MC is facing a different direction than what's on the screen. It also feels like some of the characters have their lefts and rights mixed up here and there. Kind of just wondering if this was someone goofing on the orientations, or if it's intentional and I'm not picturing it correctly. Keep on keeping on!

Well, there could definitely be mistakes with rights or lefts or orientations. For the specific example, I'm not sure what line makes you think the MC isn't facing in the first-person perspective. Even though they were walking down the path, I still imagine that the MC turned around to face who they were talking to, or to just face the path they're about to take again in order to decide which way to go now. So, I don't know, maybe there wasn't a clear enough explanation, and there's a reason to think that they haven't turned around and are looking directly at the paths again, but that was the intention that they should be looking forward at those paths like they were originally.

Okay, so I had to stop recording yesterday, but now I'm back and hopefully I can finish everything else today.

Hello, I just wanted to ask about the personality type thing for the MC in OLNf. There's four of them and for the last one I got casual. I'm really curious on what are the other ones for the last personality type and how do you get each one? I hope you and the team have a wonderful holiday season and New Year.

Thank you. For that section. I believe it's casual, nervous or rude, but there are various personality traits and I'm not the one who programmed that system. Shawna did. So, I don't know, 100% how everything was divided out and categorized on that list. But that's-I'm pretty sure it's those options. And obviously you get it by being very shy and nervous, or by being very rude and unpleasant to people.

Hi, first time asker. Will there be another demo update that includes more scenes/moments for OLNf? If not, then do you all have a rough time frame for when the full game will be released like spring, summer, etc.?

We don't have a rough time frame that we can say right now, but next year we're going to have an updated roadmap/development plan schedule that we will share with everybody. But I can't say what that is right now. As for there being a demo update, probably not. Making demo builds and getting it all prepared for public release takes a

lot of time, and it's probably better at this point to just focus 100% on programming new content that can be released in the actual release, rather than spending time making another demo build.

Hello, hello, do you and the team! I've got a few questions relating to OL1. 1. How do the leads celebrate holidays? Any traditions they'd want to continue with the romance MC?

Unfortunately, I can't answer this question. I don't know how every lead celebrates every holiday in all of the steps, so this would have to, unfortunately, be a lot more specific for me to be able to just answer it off the cuff in a Q&A like this.

And question 2 is about if the leads have any pre-existing conditions with family members, and if so, what. Sadly, I don't really come up with a lot of details about the characters for things that will never appear in the game, so I don't know what kind of holiday family traditions they have.

3. Would the leads participate in the classic “standing under the mistletoe” with MC? What about a friend?

So, it would depend on the Step, but I imagine a lot of the time they would be willing to give the MC a kiss on the cheek, or more romantic kiss if they were in a relationship. They wouldn't be completely against that.

4. Do they have any New Year's goals?

That would also depend on the Step, and for Derek and Baxter, it would also depend on if you did their Epilogue or not, since things change for them, depending on if you've fully gone through their story or you just know them more distantly. Simple goals they might have for Derek is to improve his sports game or gym game, and Baxter might want to do well in school or improve his career if he had graduated. But for Cove, it really would depend on a lot of things. So sorry I couldn't answer your questions very well.

That's going to be it for my questions. I hope you and the team have a great holiday and a happy New Year. I'm eagerly awaiting what comes in 2026.

Thank you.

Hello! I understand if you can't answer some of these questions, but: 1. Would Qiu mind if their also listened to songs that reminded them of Qiu, but about different gender pronouns. For example, Girl in Red songs were the artist sings about girls, or any other song that's about a girl or boy or any other gender. Like if they associate them with the song, not because of the pronouns, but the romantic lyrics. Not sure if that makes sense.

Yeah, I think that's pretty common. And they wouldn't mind someone listening to a song and it doesn't use they/them pronouns. They would understand that the song is not representing how they view Qiu as a person in real life, so it wouldn't be a problem.

2. I know Qiu's favorite color changes from gold to silver, but will it ever be explained as to why? Will they eventually like gold again? Or will their favorite color stay silver or change to something else again?

I can't say right now what their favorite color will be in Step Three or Four, but as for why it changes, gold is representative of things that Qiu doesn't care about in Step Two. You know represents first place. You know, being the golden kid, the town of Golden Grove itself. And in Step Two, they are over all of that kind of stuff. And silver is more like their childhood bike and starlight and not coming in first place, and so they do prefer silver at that age. As for if it will go back to gold, probably not. It will likely either be something else or a combination of multiple colors. They likely will never go back to 100% being about the gold.

3. I know they don't have a preference and that they are basically pan, but if Qiu's SO was also gender fluid, would that excite them more than if they were dating any other gender? Would it make them happier to know that they have something in common with their SO?

Not 100% that. If the MC is trans in general, then in game that can come up and cheer. Will like and comment on the fact that the MC can understand the experience of not being the gender that was assigned to you at birth. Being gender fluid specifically doesn't really get an extra even better reaction. So being gender fluid in general, yes, will get us a positive reaction and Qiu will like having something in common with their SO, but it can also happen if you're trans in a different kind of way.

4. Will we have more cute moments where we get to wear Qiu's jacket again?

Probably. But I can't give any kind of specific example, I'm afraid.

Project W: If the lumulles communicate in a form of pheromones/scents, do they have a way to filter/keep from being overwhelmed when there's a major event, such as a heated debate, a major accident, or during a moving performance at a theatre?

Yes, to a degree, they can kind of smother out outside sensations with their own, so then they can, like protectively express their own discomfort, and doing so will sort of put a buffer around them from the outside influences that are bothering them. Basically, similar to like using your hands to cover your ears if you're a human.

If a lumulle had something similar to a cold for humans, could it affect how they received the pheromone/scents such as having a head cold, which could affect one's hearing?

There can be physical circumstances that would impact how well they're able to take outside input and sensations, but it wouldn't be anything like a human cold, symptom wise.

Hey, you guys started my love for VNs back in 2021 with *Beginnings & Always*, and I loved everything since. I hope these aren't too difficult for you to answer. And if they are, that's all right. Well, I'm glad you liked the game. 1. Will you hold another open casting call for *Now & Forever*?

Yes, we will. We will have a casting call for Step Two, probably pretty early in 2026, and then one for Step Three, probably quite a good few months into 2026. Definitely not near the start of the year.

2. What inspired you to start GB patch and how have you pushed through the tough times?

Well, the first VN I ever made, I did just because I wanted a way to let people read about and interact with these *Harvest Moon* fan OC characters I created with my own idea for like a cast of characters for *Harvest Moon* style game. And I couldn't make a real farming game, but I thought I could make a visual novel, and I did. But then GB Patch happened because it turns out I really enjoyed making visual novels and wanted to keep doing it with my own stories and characters. And I kept going through tough times because it was my main hobby. It was my favorite way to pass the time. And now at this point, you know, it helps that I you know, I've made promises to players and

people are excited for it. And it feels like there's no way I could just not do it. I have to finish the game that people have put their money into and that they are waiting for and are excited about. So, you know, there's no – unless I'm dead – there's just no reason that I could ever just not do it.

3. How big is the GB Patch team?

So, it depends on the project. A lot of the people who join only join specifically for one game, and once that game is done, or once their contributions to the game are finished, then they leave the team and they go work on their own stuff or work with other people. The only people who are with GB Patch generally and will be there for every other project in the future is me, Shawna the lead programmer, David my brother who is an editor and does other miscellaneous things. And then there is Mel, who is a proofreader, and Claire the community manager. Everybody else, the many artists and voice actors and musicians, they are working specifically on *Our Life: Now & Forever*, but they won't be working on the games we do in the future.

4. Not a question, but thank you for all the *Our Life* games. They'll always hold a special place in my heart.

Well thank you.

Hello! Love the game so much. What animals do you think Qiu, Tamarack, Baxter and Ren would be?

So Ren is easy, I designed her with a fox color scheme from the very beginning. I called her “the Fox Kid” before she had a name. Tamarack would probably be some cute small woodland creature, like maybe a squirrel or a chipmunk. Qiu, they have some animal-like comparisons in the story. It can be like hawk like or lion like. So maybe one of those animals. Baxter, I don't know, some people compare him to a cat, so maybe he'd be like a house cat.

Hello. I hope you're having a good day. Thank you for allowing us to ask questions like this. *Thank you.* I was just wondering if Ren is ever going to have a canonical sexuality. I 100% understand that a DLC would be too much work for her, but I was wondering if it would still be okay to headcanon our MCs dating her if she won't have a set sexuality.

Yeah, it's totally fine to headcanon your MCs dating her and she doesn't have a set sexuality right now, but it would be some kind of sexuality that would allow her to date people of all genders. I'm not gonna make her straight now, because I originally imagined her as somebody who would be a DLC love interest. Unfortunately, it didn't work out because of timeline and just my ability to keep working on this game for so many years. But she's definitely not like a straight girl, so don't worry about that.

I've noticed when you pick one love interest over the other, or show interest in the other characters, there isn't much of a reaction from the other MCs other than maybe one line, so it feels like the choices aren't as important. Is that being considered?

If you mean for like the jealousy dynamic, that is how it's meant to be. The dynamics change some lines here and there. They cannot completely change every scene, every interaction. Once you get to Step Two and the jealousy envy thing is there, that means there's four different dynamics to consider. And if you just look at one individually, yes, it doesn't change huge, massive things in the story. But the point is that there's all of these dynamics that affect things and make them a little bit more unique to you. And then there's also your relationship with them and your MC's own personality outside of the unique dynamic. It's just many, many small things that create alterations, and it's not one element that's really going to change everything. And that is how it's intended to be. So unfortunately, I'm not going to make a ton more jealousy alterations.

Also, there doesn't seem to be as much depth in relationship building between the kids and their parents the way it was with Cove and Cliff, which makes the emotional connections to the parents kind of non-existent, making Step One feel more lifeless compared to how in depth it was right away in the previous game, with Cove running away because of their parents' divorce. Is Qiu's strained relationship with their parents going to be explained and expounded upon? These are just questions as food for thought.

Well, the thing with Cove is that the only really major in-depth relationship he had was with his parents. He didn't really have that much going on in terms of deep connection with Lizzie or Shiloh. And in Step Two, he was just friends with Derek. There wasn't really anything complicated or emotional going on there. Same with Terri and Miranda. His parents is where all the emotional energy went into. But in *Our Life 2*, it's different. There is a lot more emphasis on the relationship between the two main leads. So Qiu

and Tamarack, and it's their very emotional relationship that is the focus. And then beyond that, Qiu also has a secondary level, which is the so-called boys club with Ren and Baxter. And in Step One, the parents are the third level of sort of storytelling. So yes, they are at the bottom of importance, but that's because there are two levels above them rather than there being nothing. Now there is more emphasis on the parental relationships in Step Two than there were in Step One. But the point of Step One is that it's not a repeat of Step One from *Our Life 1* where the main problems were related to a strained parental relationship. And in Step One in this game, the two leads, they have hints that there are things that could be going on, but for the most part they are entirely fine with their family situations. And then it's later in life that it gets more attention.

Hello! I wish you all in GB Patch a happy December and a happy holiday. Also, you are all doing amazing work. Thank you. This will be my first question to you and I'm sorry if it's already been asked. I'm just wondering what kind of pet/pets Derek, Baxter, Qiu, and Tamarack would have if they were allowed to have pets as they grow up? We do know that Cove has his cute fishies, but I'm really curious about the rest. Also, how would they all act around said pet/pets? Would their parents end up taking most of the responsibility of the animals, or would they all, without much asking, be able to take care of them themselves?

Derek, I imagine, wanted a dog growing up and I'm sure he would have taken very good care of the dog himself without needing his parents to do any of the work. For Baxter, He really wouldn't want a pet growing up, and he wouldn't want to be the one to take care of it, and his parents wouldn't want to take care of it. So, I can't really think of anything that would work for him. Tamarack and Qiu would both probably be happy with any type of pet at all. And, how will they take care of it would depend if we're talking Step One or Step Two. I think both of them would try to do their best for their pet, but in Step One, they might need help from their parents because they are still pretty young. And in Step Two, the stress of like school and other things might make it hard to fully take care of the pet themselves, and so maybe the parents would still have to help them at that point as well.

Hello first time asker, very excited to be here. First of all, happy holidays to everyone on the team. 1. I know you said the Ren DLC isn't happening due to the length of the game, and also sorry if you answered this in a previous Q&A, but do

you have plans for any other DLCs in OLNf? Something similar to (it doesn't have to be) the 18+ OLBA DLCs on Patreon?

So the only DLCs OLNf is going to get is the DLCs to add more moments in Step One, Two, and Three, and a Wedding DLC. There won't be side character romances or Patreon bonus Moments.

2. I wanted to ask how you get the motivation to keep writing for OLNf (besides the promise of a completed game and the money already invested in the game), say for example, you were doing this game just as a hobby. Would you still be able to complete the full game without leaving it unfinished? I ask this because I also enjoy writing and want to make my own game, but I struggle with actually writing something to completion before I start planning other things, so I wanted to see if you have any tips to avoid burnout and the like.

So I can't say that I could never, ever, ever make this game without it being my full-time job and me being able to hire, you know, very talented professional people to also work on it. Back when I was making visual novels just as a hobby for my own fun, and back when I was making just like a little money, like recouping the money I put into it, maybe making enough for it to be like a kind of small, part-time job thing, I was able to keep doing it because I really did enjoy it, and specifically because I was excited to share it with other people and see what they think. And they were much smaller and more manageable, so it didn't take me so much extraneous effort to actually do it. I kept focus on things that were fun for me to do. I didn't challenge myself too hard. I wrote things in a way that leaned into my strengths and didn't make me constantly doubt myself as much. For example, I struggle with prose, writing, description and my first really major game, *XOXO Droplets* is dialogue only. There's no, you know, describing the scenery or the character's clothes or actions. It's just funny dialogue between characters. And I was able to write that so much more easily than if I tried to do something outside my comfort zone. And I only really started pushing myself more once I felt confident in my ability to finish and release a game in general. So, I would suggest picking something you really want to do, something that's not going to be super strenuous and take a very long time, and something that you can be excited to share with others, and part of the joy is wanting it to be completed so that it can then be released.

3. This is Project W related, but were you going to work on it immediately after finishing OLNf? Do you already have the outline of the plot thought out, or is it more of a WIP still, but you have like concepts for the MC's race all thought out?

I hope I can start working on another visual novel after I finish OLNf. Right now, Project W does not have a full plot outlined. It's still definitely in the idea generating phase. There are overall things that I want to do and have, but I don't have a whole story lined up that I can just begin writing as soon as I have the time. So hopefully I can start firming things up even more. But either way, OLNf is done, I'll have to be working on something.

4. Lastly, I understand that the OL series is ultimately a series where good things happen, but since OLNf is able to have a more serious or angsty teenage years, will OLNf touch on prejudice that Qiu and other characters may face in a school setting, or will that or will that be more subtle and left to the player to headcanon rather than be a story element?

Prejudice is not going to be a story element in OLNf. You're never going to have to be directly faced with it or see one of the other characters be faced with it. You would have to headcanon that happening instead.

And then it says, thank you for all your hard work. Much love to everyone involved and I cannot wait to play the full game whenever it's released.

Thank you.

Hello! I hope you're having a good and lovely day. I wanted to ask a simple question, but I still want to think about it. So far in OL2, is there any way to make Qiu jealous? Because even though it says they are jealous in the "Our Feelings" sections, not much happens when I talk to Ren. I tried to be as kind as possible and then mentioned it to Qiu, but they didn't seem to pay much attention.

I kind of answered this before about how the jealousy dynamic doesn't change everything. It is still just one setting among many. However, Ren is Qiu's estranged former best friend. They're really not going to get jealous over you having a short interaction with her. The jealousy is mainly focused on Tamarack. The jealousy is not intended to make it so the characters are unhappy if you ever speak to or have a friendly relationship with anybody else in the world.

Hey, so happy to be part of the Patreon! I was wondering if there's a time later on, maybe Step Three or Four where we can state any diagnosis our character has gotten mainly autism. I know later in OLBA Cove gets diagnosed with autism. Is that something that the main character could say they were diagnosed with/realized about themselves?

Unfortunately not because it puts game development into a not great position, because if we let people have an official diagnosis and absolutely nothing in the game changes, that feels like it's not actually representing the diagnosis. But if we do allow, say you to be diagnosed with autism, we will have to go over a 2 million word script and put in alterations to have that properly represented, and that would be very time consuming, and that would just be for one diagnosis. If then we wanted to include anything else, like ADHD or depression or bipolar disorder or anything else, we would then have to go over a script that's 2 million words and actually change it to be representing a specific condition that also varies from person to person. So, we couldn't just put in one version of it. We'd have to include flexibility for different ways that it is represented, but still include some level of change in representation. Otherwise, it's just pointless lip service to just say you're diagnosed and not actually do anything to show that in the story. So it would be very unfair to pick just one thing you can be officially diagnosed with, and it would be impossible to add several things that you are officially diagnosed with. So unfortunately, it is left entirely to headcanons that the players do for themselves rather than something the game can implement themselves. And unfortunately, it's similar to physical disabilities, where we unfortunately cannot take a game this large and change it all to reflect real world conditions that players could have. And I wish we could, but all our focus goes into sort of, you know, personality and relationship alterations. And that's unfortunately the limit of what we can do.

I was also curious, does Tamarack still play instruments when she's an adult?

Thank you.

And yes, she does. Tamarack does keep playing instruments.

Hello GB and David, thank you for the Q&A sessions as always. Do you know what time it is? More questions for our precious ocean boy. Also advance or late merry Christmas to the GB Patch team. *Thank you.* 1. So in OLBA, the relationship level with Cove reflects the player's choices. If your character is indifferent, he's indifferent. If you have a crush on him, it becomes mutual. However, considering

that Cove is introverted and emotionally distant in Step One because of his situation, would he realistically develop feelings for the player right away just because they like him? Or would it take time for him to warm up? Like, would he be fine if a kid MC was too forward in befriending him or too introverted but likes him? Would he be annoyed by them? Basically, if this were real life and there were no relationship meter in determining their relationship, how would someone get Cove to gradually shift from indifference to friendship, to a crush, and eventually to love? I've been wondering this for a while and I hope this isn't too confusing.

Personally, I don't think it's unrealistic how things go with your relationship with Cove in Step One. I did try to design him as a character to be suited to those gameplay elements, and the thing with baby Cove is that he does want to be liked by other kids. He does want to get along with them, but the problem is he's just not very good at it, and he doesn't really accept or understand that his own bad attitude can have an impact on why other kids don't like him, and he doesn't really form close bonds with them. But if the MC does like him and is nice to him, he is very willing to reciprocate that and to think that this is a very good, positive situation that makes him happy and he wouldn't be unhappy to be around an MC who is nice and friendly to him and wants to be friends. And especially because he is in this new place and doesn't know anyone, I do think it is very possible for him to immediately latch on to the MC and have a crush on them, or be friends with them, depending on how the MC plays it. He sort of is how he is, and it's really the MC needing to set the pace of the relationship for Cove to decide what is safe for him to do in the relationship.

2. How would Cove react to being with an MC who is really short, and I mean like 4'7" to 4'11"? Would he find the height gap a little funny or awkward and maybe tease them sometimes in a way that's more cute and slightly embarrassing than anything mean? I can imagine him smirking a bit in public, feeling amused, but also kind of protective. Would he be weirded out by it, especially about how it looks in public? Oh, and bonus if they think he's their older brother or something. That would be so funny.

Cove can potentially be kind of smug and teasing over his height compared to a shorter MC. It depends on his personality and your relationship. I remember there's one line in the game where the MC can say, they're gonna cover his eyes and he'll smirk and say, "Can you reach?" So he is willing to make those kind of jokes depending on the

circumstances, but I don't think he would feel protective over a short MC more than he would over any other sized MC. He'd definitely view himself being tall and MC being short as more of just a funny way that things worked out, rather than some kind of meaningful aspect to their character that he needs to be aware of and that other people need to be aware of. But if somebody thought that they were related, he would find that to be very awkward. Again, whether it's height related or in some way, they just seemed like siblings rather than in a relationship.

3. Could Cove realistically be both studious and buff at the same time?

Technically, the player can customize him that way, but since his appearance usually reflects his personality, Sporty Cove is buff, while Studious Cove tends to be thinner. How would a Studious Buff Cove work? Could we imagine him going to the gym more as a hobby, or for a healthy lifestyle rather than serious training, similar to nerdy, fitness conscious guys who maintain their physique as part of their routine. I'm curious how Buff Studious Cove would differ from Buff Sporty Cove in terms of personality and lifestyle.

Yeah, in general, it is more likely that if Cove is sporty, he will be buff because he is significantly more interested in physical exertion and working out. But if he was studious and buff, it would just mean that for one reason or another, he developed an interest in going to the gym and particularly trying to keep himself in really strong, muscly shape. And it could be for various different reasons. However, him being studious really impacts his career choices. And same with being sporty. So rather than being entirely about body type, it's more like what kind of future career and education would he pursue. And that's what's determined by being studious or sporty. But he can still, on a personal level, take an interest in becoming buff, even if he wants to have a more studious, high educated career.

Good day or evening GP Patch team! I've just got a single question: Do you plan on doing any merchandise for OL2 like you did with OL1? I like to collect enamel pins, so I jump on the chance to buy Qiu and Tamarack pins if they ever happen. Even more subtle ones like paper airplanes would be amazing!

Hopefully we will do OL2 merch. I can't make any promises on when it will happen and what specifically it will be. But I definitely do hope to release some merch for them once there's been some kind of actual release, and it's not just a demo.

I understand that *XOXO Droplets* is canon to the *Our Life* universe, and that *Lake of Voices* is canonically a game in that shared universe. What is the

status/canonicity of the other games you've made (*Foretold Affair*, *Magical Divorce Bureau*, *Blood Droplets*, and *Floret Bond*) to the main shared universe?

So, *Blood Droplets* doesn't exist in the shared universe. It's not a game. It's not a real thing. *A Foretold Affair* is a video game in that shared universe, and *Magical Divorce Bureau* and *Floret Bond* also do not exist in that universe. *Floret Bond* because it never actually got finished, and *Magical Divorce Bureau* because that's not officially a GB Patch game. I wrote it, but it was just part of a game jam, and it's, you know, equally mine as it is the artist who worked with me on it. So, I don't claim like any full ownership of it, so I have not put it in the shared universe.

In addition, do you have a name for what this shared universe is called, and if so, what would it be?

I don't have a name for it. I guess it's just like the "GB Patch World", but there's no more specific name than that. Maybe someday I'll think of something for it.

How GB and David! I was wondering if there will ever be a crossover with Cove. I mean, that Cove will meet Qiu and Tamarack. I think that would be so cool. Also, do you think they would be friends?

Sadly, there won't be a crossover in OLNf or any other game I currently have planned. We might do like a bonus piece of art where they are together. We've already done things like that, but there won't be any written scenes where that happens. But whether they'd be friends or not would depend on the Step. It might be hard for Cove to be friends with them in Step One because of his attitude. And then it might be hard for Cove to be friends with them in Step Two because of Tamarack and Qiu's attitudes as teenagers. By Step Three it should be easier for all three of them to get along.

Hello, happy New Year soon! Wishing all the good and great things for the team in 2026. Thank you. 1. Step Four OLBA Baxter and Step Four OLNf Baxter appears to have a very different hairstyle where even the parting is opposite. But if I'm not wrong, they are in the same timeline. Were his designs intended to be this different?

Step Four of OL1 takes place summer 2021. Step Four of OL2 takes place Autumn 2022, so it's been over a year since we see him in Step Four of OL1, and I did want him

to be a little bit different from how he was back then. And part of it is also because it is an entirely different artist, and this game has a whole different vibe and atmosphere and aesthetic. So, he is definitely going to be very different in this game than he was in the first game. But you know, I explain it away by it being over a year since then and he's allowed to change up his style a bit.

2. Do you think Baxter is a girl dad or a boy dad coded character? I kind of think he'll be so perfect as a girl dad, if he has a daughter in the future.

So, you know, he would be a good parent to any child. I do think maybe stereotypically, his interests are considered more effeminate than manly. And so perhaps a girl would get along with him, while a boy might want to do things that Baxter himself wouldn't have naturally been that interested in. But he could also have a boy that ends up being very similar to him. And I don't really know the exact stereotypes of what a girl dad is, or boy dad is, but I do see that generally, Baxter is kind of a more feminine type of guy than a masculine type of guy.

3. Would Baxter send out invites to the Golden Grove crew for his wedding, and how would his reaction be like if they all turn up? Considering they barely interacted and are no longer close, except when he's helping out with Qiu/Tam's wedding.

So, Baxter wouldn't be willing to get married to the MC shortly after getting together. It would need to be multiple years of dating, and throughout that time he will have hopefully gotten a closer relationship with his old friends. So, I don't think it would be unusual for him to invite them, and I do imagine he would invite them and I'm sure they would all be happy to attend. But they do reconnect in Step Four of OL2, and then Baxter probably wouldn't get married until 2 or 3 years after that.

Hey GB and David! I get it if you might not be able to answer this question, or maybe can't because it's spoilery or something. Anyway, the hairstyles of the OL2 leads will, in the full game, be based on our previous decisions, right? Would you be able to tell us what kind of decisions would affect it? Obviously, I'm only asking for like the vibes of the decisions, not for any decision in particular. Thank you and have a nice day/evening!

Thank you. So, I can't answer this because I don't know for certain. In OL1 I had Cove's appearance be decided in choices that I felt like people would choose differently based

on their MCs style and preferences. So even if it wasn't specifically about clothes, it was still some kind of visual-based choice like which keychain you choose does impact his outfit or hairstyle or something to a degree. And I thought that would end up getting like a good mix and people wouldn't constantly end up with the same type of Cove. But I'm not sure if I'm going to repeat that, or I will try to come up with something more easy for the players to understand and like figure out themselves on how to get what they want. So I'm still thinking about it.

Hello and happy holidays, GB team! I hope you're all well and are having a wonderful month. Thank you. I have a few seasonal questions about the OLBA LIs. 1. Did Cove, Derek, and Baxter believe in Santa? If so, for how long?

All of them believed in Santa as like, toddlers and young kids, but all of them stopped believing in Santa by like 11, 12, 13.

2. With one of Cove's love languages being gift giving, we see several times that he's an extremely thoughtful gift giver. Does gift giving come easily to Derek and Baxter?

Probably not as easily. They would try their best, but they likely would only give gifts for some kind of special occasion, like a holiday or anniversary or birthday. They wouldn't give gifts, like, for no reason. And they definitely would have a harder time trying to guess what would be a good gift, and what, you know – they would put more pressure on it of what they really want for this specific occasion and like, wouldn't want to disappoint the MC by getting them something wrong. So definitely not be the same kind of situation with them as it is for Cove.

3. If Cove/Derek/Baxter received a teddy bear as a romantic gift, how would they react and what would they do with it? Thanks as always for the Q&As and transcripts!

How they would react would depend on their age, and what they would do with it would depend on your relationship with them. All of them would think it's kind of interesting and surprising, but also kind of cute. None of them are particularly into teddy bears or stuffed animals, unless it's maybe like Cove Step One. He might find that like a comforting nice gift to have. But if you were close to them, I imagine all of them would just find somewhere in their house to keep it and would appreciate the gift.

Hi Kab, hi David, and hello to the rest of the GB team. Hope you're having a pleasant December and happy holidays, or have had a pleasant December/happy holidays, since the Q&A comes out at the end of the month lol. Anyways, I have a few questions to ask if that's all right. 1. This is a very small but interesting detail that I noticed when it came to Baxter's design. In his Step Four sprite, I realized that his eyebrows are different. They have an arch in them, and from what I've noticed, his previous sprites have straighter eyebrows. On top of that, there's a line of narration in his step forward that mentions him having manicured eyebrows. Did Baxter actually get his eyebrows done? If he did, why did he choose to do so? I just think it's really endearing how he was so dedicated to changing his look by Step Four, and so dedicated to his appearance, that he ended up changing the entire shape of his eyebrows, haha.

Yes, he did go and get his eyebrows done, and he does regularly maintain that. Baxter is somebody who wanted to look very sleek and mature and formal and put together, and so he is very particular about how every part of his appearance looks.

2. Another Baxter question, I apologize, haha. Anyways, if the 17-year-old version of Baxter we see in Step Two somehow ended up in XOD and attended Saint Sara Belle, how would the jerks feel about him? Your answers don't have to be ridiculously long or detailed of course. I know how impossible that would be, lol.

So, Baxter in Step Two of OL2 has a pretty poor reputation in Golden Grove, but a lot of that comes from when he was younger and was, you know, a very spoiled, rich, bratty boy. By Step Two, though, he is actually beginning to change and is becoming more considerate. He's not the best at it, but he is trying. He's no longer in his sort of oblivious era where he would treat people badly, sometimes without realizing, and then wouldn't be able to fix it. So, if he went to Saint Sara Belle, he would not get along with the jerks. And the jerks would not be impressed with him. He'd just be another guy whose parents paid for him to go to a private school, but there's nothing interesting about him. His black and white attire couldn't even be shown because there is a uniform that is purple. So, he would basically just be a nobody to all the jerks.

3. Here's a holiday related question how do the OLBA and OLNLF leads (plus Ren because I love her) celebrate Christmas? What do they like to do for the holidays if they do celebrate? Do they celebrate with their families (obviously Baxter doesn't during Step Four, haha)? When Baxter was still in contact with his

parents/still living with them, how did he celebrate with his family, if they celebrated at all? You can keep your answers vague when it comes to the latter, of course. No one wants to talk about Baxter's parents in any sort of detail lmao. So I kinda mentioned this before, but I don't really have ideas for what they would do for holidays that never appear in the game. I imagine most of the characters, besides Baxter under certain circumstances, do celebrate it with their family and they probably do a lot of the general traditions. Like most of them probably celebrate Christmas and have a tree and open presents on Christmas morning. But I have not come up with any kind of unique ideas for what they would be doing in the Christmas December holiday season, unfortunately.

4. The timeline in OLNf and XOD confuses me a wee bit. It's not your fault I promise lmao. So I hope you'll be able to clear some things up for me haha. First off, in OLNf we know Baxter is 17 by Step Two, and it's mentioned a few times that he'll be leaving for college soon. That made me think he's a high school graduate by then (mainly because I myself graduated before I turned 18 lol) and is leaving for college the following year. But he mentions in his Step Four in the first game that he left Golden Grove in 2015. But is he actually does he actually graduate in 2015 and leave for college shortly afterwards? Additionally, I've always thought that the Jerk Squad and JA graduate from SSB in 2016, but apparently they graduated in 2017 (seeing the post about Pran's OLNf Step three sprites mentioned that he graduated a year ago, and OLNf Step Three takes place in 2018). Is that correct?

Yes, that is correct. Pran is one year approximately older than the leads of OL2. He's actually going to turn 20 in December, so he's quite a bit older than them. He didn't just turn 19, but technically he is 19 and they are 18. And Baxter, he does not graduate a year early. He graduates at 18 and then immediately leaves town. So, it is correct that he moved away in 2015 because in 2014 he's still hanging around that town.

Anyways, that's all from me. I had another two questions I really wanted to ask, but then I realized we can only ask four or fewer questions, so I'll save those for next time, haha. I hope you guys stay safe and warm this winter, and I hope development on OLNf continues to go well!

Thank you.

Hey again! So I've seen comments about the not happening when DLC, and it made me think of some possible questions for it. If you can't really answer any of these, that's cool. 1. With the friends/crushes system, how do you think the whole Darren not being friends with girls things would be handled during Step One? Would she still be awkward around a female MC, or would said MC be seen as the one and only exception?

So, you know, I can't say 100% with certainty if this is how it would have actually gone, but I was generally imagining that Ren's DLC would not let you choose a relationship setting in Step One. You would get to spend more time with Ren, but you would still only get to determine if you thought she was cute or didn't like her, or was willing to get to know her, and you could only officially become friends or crushes during the ending of Step One, where there would have been additional scenes with her throughout Step One, and maybe one or two brand new Moments. And then if you pursued all of Ren's story Moments, then you would get extra content at the end of Step One, where you could then officially become friends and crushes. And it wouldn't matter what gender you were, you'd still have to spend time with Ren to be able to officially get that kind of relationship status with her. But then in Step Two, because then you would have been around her for four years, then you can just choose from the start if your friends, crushes, or neighbors.

2. I remember from a previous ask that it was said that Ren was bullied during middle school. Hypothetically, what would her reaction be if an MC saw this and defended her? This is assuming that the MC and Ren are hypothetically friends/crushes at this point, and also go to the same middle school.

Ren would initially have a bad reaction. She wouldn't want the MC to get involved, both because it's embarrassing in her perspective and embarrassing for MC like to see this happening. Not that the MC is having to help her, but also that now the MC is involved and now they, the people bullying Ren, might involve the MC further. And then she would feel bad for having a negative reaction and not appreciating it, and she would give like a grumbly kind of awkward apology and be like, "I appreciate it, but you know, you just forget about it and stay out of it".

3. Do you think it would have been difficult to write around the age gap? I can't imagine Step One wouldn't have been too bad, but what about Step Two with them being in different levels of high school? And Step Three, where Renee is a

full-on adult and MC I believe has just graduated? Would that have added to the distance between them?

I do think that there being a two-year age gap would add to the distance between them, but that would be worked into the story about how Ren and MC are not as immensely close or pushed together as the other two leads are with the MC. And the DLC romances are able to be a lot more structured than the main story, which is a lot more freewheeling in how it all plays out. So I feel like it would have been very doable to design a structured story to work with the fact that they are not the same age, they do not live on the same street, and things like that.

Hi GB and David, wishing you all an early Happy New Year! English isn't my first language so I hope my question is clear. Sorry if it's a weird question or it's been asked before. *Well, you don't need to apologize. Thank you for the ask.* So I'd love to know more about Baxter, Cove, and Derek's general food preferences. What kinds of food do they like? And especially how do they feel about spicy food? Can they handle it?

I know that Baxter is not the best with spicy food and that both Cove and Derek are. I think I've answered a question like this in the past, and I can't remember if I said Cove or Derek was the best with spicy food, but both of them don't really have a problem with spicy food, and they do both like spicy food. In general, Derek likes food with a lot of protein. Even as a young boy, he wanted to, you know, bulk up and become very strong and muscly, and so he definitely prioritizes just having, you know, a lot of protein and a lot of complex carbs to really energize his workouts and things like that. Meanwhile, Baxter is a pescatarian, which means that he doesn't eat meat except for fish. So that is obviously a big preference for the type of food that he eats. And then Cove was a very picky eater as a child, and then as an adult, he came to eat pretty much anything with no real preferences for meals. But he does like desserts particularly.

I noticed there's a line in assistance saying that Baxter has been going on dates with prep school girls. Is having only girls mentioned in that line purposeful as he avoiding being seen with boys/enbies at that age?

Yes it is, it's very intentional. He is not open about being interested in other genders at that age, but he is still interested in trying to pursue a relationship, so he's been, you know, trying to live a heteronormative life and date only girls.

And what would Mrs. and Mr. Murray do if they caught a “Do you like me? Yes/No” note being passed in class?

Both of them would probably just say to, you know, stop passing notes in class. Neither would, like, insist on seeing the note or do the thing where they force you to read the note for the whole class. They would never really see that it was a “Do you like me? Yes/No” note. They would keep that private and just make some—like Mr. Murray, he'd make some kind of joke about it and tell them to knock it off, while Mrs. Murray would be a little bit more like parental and nurturing and be like, “Now, now, you know, it's school time. We have to be focused. Remember that.”

Maybe a weird question, but I've been curious for fan art reasons, LOL. Naturally, because of the art style of the first game, almost no one has body hair. But realistically, what would the body hair situation for the OL1 men be? Do any of them shave?

So Baxter would definitely remove his body hair, and I feel like Cove's body hair situation probably would have been part of the customization thing where he could have it or not could have it, and it would depend on how he developed. And then Derek would probably be the love interest who always had body hair.

Hello, happy holidays to the team. I understand if some of these can't be answered at this stage or are too choice based/broad. 1. What are some of the things the OLNF main leads are jealous of, not over, when it is related to the MC? For instance, the MC can be jealous that Qiu is popular because the MC wants to be seen as popular as well. I wasn't sure if there was anything specific that may be a common theme.

Tamarack can be jealous over MC's appearance, where she is very critical about herself and will by default say that the MC is either more stylish or the MC looks good in the type of clothes they have, even if they're not trying hard to be stylish. And you, as the player, might not agree, you might feel like your MC is not super cool or, you know, really stunning. But Tamarack does feel that way, even if you agree with her or not. While Qiu will definitely be jealous if the MC is good in school, or if they have a positive relationship with Opal.

2. Is there any specific history about Opal? I know some things are headcanon, like where the family previously lived, though I do get the feeling her working a lot

and having MC looked in on etc. is nothing new for their dynamic, which is understandable for a single mom.

So there is not much about Opal's history that is pre-decided, but you can take the kind of stuff you know about her from in the game, and the type of relationship that she has with the MC, and put that back on how it was before the game started and imagine that it was pretty similar, but I don't have any kind of set background for her.

3. I'm curious how that wears on her or how she sees their dynamic. They can have their heart-to-heart in Step One, and it seems like it will still be a factor in Step Two, etc..

Yeah, Opal definitely has a lot of hard feelings about having to work so much and not always being able to be there for the MC. And it's an insecurity of hers. And sometimes, even if the MC doesn't feel that way, she might project her own feelings of inadequacy onto her relationship with the MC and just assume the MC is disliking her for doing X, Y, and Z. Even if the MC is maybe more annoyed with something else, or not even that upset.

I recall seeing folks talk about Qiu's nickname a while ago and wanted to ask: In Step One, does shell actually like the nickname "Autumn", or do they just offer it because people struggled with their name, or they felt like they had to offer an English alternative?

Qiu does like Autumn as a nickname. Autumn is their favorite season. They like that their name means that, and they don't have a super negative association with it, especially as a kid where they are just trying to get along and be very understanding. So in Step One, they are being sincere when they say, you know, "This is something that you can call me" and it's, you know, a fun nickname that people use. But it is true that they are very aware that people won't know how to spell their name or won't know how to pronounce it. Well, at least most people in this town won't. Maybe the MC does, but for the most part, they have to accept that people aren't going to know their actual name. And so there is that level to it, even though they're not fully, you know, grappling with it as a child.

Happy holidays to you all! Hoping for a great end of the year for us all as we head into 2026. 1. Heading into the holiday season, what kind of holiday treat around this time of year does the OL2 leads enjoy?

So Qiu would definitely love having a festive cup of hot chocolate with whipped cream and marshmallows, and maybe some peppermint flavoring. Tamarack would love gingerbread men and making gingerbread houses.

2. Will Project W come in three parts like the OL series, with extra DLC Moments for each part, or you have a different format in mind?

It's too early to say anything completely definitively, but I am hoping to have the game go over three story arcs that would each, you know, have something specific going on, and then that would be concluded, and then a new situation would start and then that would be concluded, and then this final situation would start and then that would be concluded. I don't know exactly how I'm going to handle the DLC situation, because I don't know if it will be possible to fit in, you know, entire new Moments. I don't think they will be called Moments in this game, and instead it would likely be coming up with adding additional scenes or content in the existing story, rather than it being entirely separate. Or potentially, I might have to make more of the love interests DLC only. Like maybe there's just one character that you can romance by default, and the other two require DLC. I hope it doesn't have to go that way, but unfortunately, this type of situation does not work as easily with the free base game and optional DLCs. But I definitely still want to do the free base game, so I'm gonna keep thinking about it.

3. Can you pick what specifically the MC or MC oh two leads are jealous of if that is enabled or if that will be something the game will pick/generic? Thanks for all the hard work throughout this year to the team. Take care and I wish you all a happy holiday season!

Thank you too. So you cannot pick at all for the OL2 leads, and some situations you can pick for the MC where there's like optional choices to decide that you're envious over this. But then sometimes the MC will just have negative feelings in general when things seem to be going well for them and not for the MC.

How GB Patch team! This is my first time participating in a Q&A, so I apologize if this question has already been answered. I wanted to ask if Tamarack is autistic. Tamarack in Steps One and Two. Reminds me a lot of myself when I was a little girl with undiagnosed autism. Her character is almost 1:1 with my own autistic traits, so I'm just curious if that's the case or if I'm just projecting really hard lol.

I didn't write Tamarack to be autistic, but there are autistic people in my family and I feel like a lot of the characters I write just end up kind of seeming neurodivergent, because that's the type of people that I'm around and am used to. So, it doesn't surprise me that the characters I created do end up coming across that way, even if I'm not specifically writing them to be like that. But Tamarack doesn't get diagnosed with autism in the story, and if you see her that way, it would be a headcanon.

Hi, happy December! 1. Is Qiu the type of person who easily loses their phone?

Yes they are.

2. What kind of sleepers are Qiu and Tamarack? Are they heavy sleepers or light sleepers? Are they the type to sleep through the night or wake up multiple times?

It depends on the Step. As kids, they are both pretty heavy sleepers. Neither of them like having to go to bed, but once they do fall asleep, they stay asleep and then they don't want to have to get up in the morning.

3. What animal best represents the love interests in both OL games?

So I did already answer that for Qiu and Tamarack and also Baxter. Though he didn't really have that good of an answer, and unfortunately, Cove and Derek don't really have a good answer either. I didn't really have any kind of specific animal motif or comparison in mind for those guys. Cove would obviously be some kind of sea animal, maybe depending on how you view him or how he grows up, it could be a dolphin or a shark or a sea turtle. Derek, I don't really know at all. And then I guess Baxter is a kind of cat-like.

4. I know you've been doing awesome at writing, but it still seems like there's so much left to program to be able to release the game next year. So I was curious what your plan is and how you're handling it. It seems daunting.

Well, our plan is, you know, to release some amount of content. It definitely will not be everything. Really, I guess what we're hoping for is to release around what will be half of the game's content. So if you don't know, around half of the game's content is like a million words, so it's not meager, but it will only be about half of everything we've promised.

Heya! Hope you've been having a good day. Me and a friend combined some questions. 1. Is there a way to go from friends to crushes during a Step? And if yes, how exactly does that work? And is it already doable in the current demo?

Yes, it is possible to go from friends to crushes, or from neighbors to friends, or even neighbors to crushes. And sometimes certain Moments just have situations that are impactful enough that you can change your view on a character, and there are situations like that in the demo.

2. Is there a way to make Qiu surprised by using their nickname when you haven't before or something?

No, because the game is so huge and you could potentially start using the nickname at so many points. It would just be impossible to always have an alteration ready for any time you suddenly decide to use their nickname when you haven't before.

3. If the MC is the silent type, will that be acknowledged in any way? Like if they just never talk and then do at some point, will anyone be surprised?

No, for the same reason as above. The full script is going to be about 2 million words, and you can decide to talk at pretty much any point. And then we'd have to have thousands of alterations for after every choice where the MC speaks for the first time and characters react, it's unfortunately just not possible. But the script will acknowledge that the MC doesn't speak by the characters and narration, noting that the MC doesn't talk.

4. Now, this is more something I've noticed in Fancy Fun. There is an option to cry when granny is scolding Tamarack, but it somehow doesn't get acknowledged any further than that, as far as I noticed. And in my experience, that just doesn't happen with adults. I may have just overlooked something though.

So, they are grandparents. They are not always the most attentive, especially when it's not their own grandchild, they are more focused on the situation with Tamarack and are kind of letting the MC slip through the cracks a little bit in this situation. So, they are not perfect grandparents, and they just aren't doing the best job in that situation.

If any of those questions can't be answered for any reason, that is totally fine. And regarding the fourth, I can imagine that would simply be too much work to

actually implement or something along those lines, and it really doesn't matter all that much. I still love it anyway. Happy early Christmas!

Thank you.

Hello! Hope you guys are doing well. First, I wanted to ask about Serenity. I love Serenity already, but I would like to know more about her. Can you share some fun facts for more info about them that won't spoil anything?

Well, I can say that Serenity would be probably the most online character in Step Two. You know, they definitely have a Tumblr account and they probably know more memes than everybody else. I am not very good at writing that, but Serenity is one character who I am trying to lean a bit more into, like, you know, the online kind of quirky, silly personality for her specifically. I can't do that with everybody. And she's also into, like, witchy stuff. They really want to, like, do real magic and learn about tarot and things like that. While Tamarack had a more, like, whimsical fairy magic kind of interest, Serenity is different in that it is more like witchy magic. However, Serenity and Tamarack are definitely intentionally meant to be similar in a lot of ways, but they're also different.

The next two questions are about Tamarack. Is there an in-game reason her parents chose that name for her?

I feel like they were the kind of parents who really wanted to come up with something unique, a name that they've never heard someone else have before, but also isn't just like an unusual spelling of a common name. And so they probably thought, you know a lot about nature or real-world things, and decided to pick something that sounded nice and was very uncommon.

Also genuinely curious, but Tammy's parents give off the vibe that they never intended to have children, or that they wanted children, but raising a child was a lot more work than they expected. I mean, they neglected her while she was in their care, and now that she's with her grandparents, they act like it's optional to raise her. Would you say that either of those is accurate, or am I reading wrong?

You are accurate. They wanted a child, but then raising a child was more work than they expected, and they just assumed they'd be able to balance everything and that everything would come easily and they would just either know how to do it naturally, or they could just study child care books. But it was just significantly harder than they thought it would be.

And lastly, I read on your Tumblr that Opal is going to get a coily hair texture. Is that happening in a beta build/demo update or will that be in the final game?

Happy holidays to you all! Thank you for answering!

Thank you. So I don't know if it'll be in a demo update, but we definitely add it to beta builds, and then obviously in any kind of major release that we do. But currently we just haven't been working on all of the improvements to customization for both the MC and Opal, but we are going to get to it next year.

And that is everything for this month's Q&A, and this year's final Q&A. No more Q&A's in 2025. Thank you to everybody who sent in questions this month and this whole year. We'll still be back again in 2026 to keep this going. And I hope you all take care. Bye, everybody.