

August 19, 2022: 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 1PM to Monday 1PM ET and they will get back to you with their answers the next Friday.

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

☀️ Community's choice questions

These questions got 3 votes from the Super Patrons on Discord!

Zahlea

In the roadmap, under Modding Tools -> Done, there is a task called "Load audio files from mods". What will these modded audio files do, like: would they replace existing audio files for effects or game music, and/or would we be able to mod in things like custom radio stations?

Alex:

This task on the roadmap means that modders can replace existing or add new audio files. This can be any music or sound effects used anywhere in the game. Modders will be able to add new music to the game or replace a sound they don't like when you click on a specific button or when you open the fridge, for instance. Our plans for radio stations are not established yet so I can't confirm anything related to that unfortunately.

Entirago

Hi everyone! I was wondering if we (as players) might be able to create custom presets to lifespans that we can load with different saves or share with our friends via the mod system. I also had a cute (to me at least) thought of a child reading aloud to their parent, their younger (toddler) sibling, their stuffed bear, et cetera.

Alex:

Hi there! We still haven't integrated the life span system into the game yet so we'll have to look into it but it would be really great to be able to customize lifespans and have it use a different preset for different saves!

🦋 General questions

Ny

Will we be able to hover over the day of the week where the time is and have the game tell us how many weeks/days we've been playing?

Alex:

Hovering the day of the week might show extra information but it's not set in stone yet. In any case, it would be nice to know your play time, that's for sure! I was thinking of adding a statistics menu to show all kinds of data regarding your save file. The play time in days and weeks would definitely be nice to see there!

WickedBrony

I'm curious if you guys had any specific inspirations behind the design/backstories of Maggie, Sebastian, Eli, Martin, etc

Léa:

We usually start with their personality and try to find the best look for them. Maggie was the first Parafolk ever revealed so we wanted to create an independent woman, away from the pretty girls archetypes. She is smart and educated, passionate about science and astronomy. We didn't want to interfere with the players' stories so she has no love interest. Since we already had a dog in the game we gave her the first Paralives' Cat : Youri (named after the first man who ever went to space). For her design, we chose to make her mixed, with simple but iconic outfits. For Sebastian, we needed to create a "mysterious bad boy" but we wanted a modern approach, the patrons voted to give him a kid to raise on his own, and an interest for cooking and wandering in the wild. For the design, we wanted him to be sexy but not perfect. We gave him unique features, like his large nose, to make him memorable. His tattoos are a direct reference to his grief and his backstory. We had a pinterest board with Latino models to give us inspiration for his clothes and haircut. I think we can all agree that he looks like someone who's wearing a leather jacket during winter so we gave him one! Sebastian's son, Eli, is adopted. We wanted them to be an interracial family so we made him caucasian with blond hair and blue eyes. We haven't worked a lot on his personality yet, despite that he loves his dad and has the same jacket as Sebastian's. Marvin is our first Black Parafolk and we wanted him to be a real modern dandy. We were greatly inspired by the Sapology movement, for his outfit and elegant attitude. He's an artist, in his late forties, happily married, with kids. He's very charismatic and respected in town. Finally, Mustache Man, is just Mustache Man. Alex created him after I added the "Dramatic Mustache" to the game, and we laughed so much that we just kept using him in the game ever since. He is not a confirmed Parafolk that you will meet in the game.

👉 Devs questions

Gui

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

Alex:

Hi Gui! I'm doing pretty good, thanks! Hope you too! This week is a bit special because I'm replacing Anna to set up the dev chat! I'm not used to it! It's very cool but it's a bit of extra work that I don't usually do during my weeks.

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

Léa:

Hello! Currently I'm struggling with back pain, but I hope to be able to get better soon!

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

Anna:

Anna is not here this week

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

Alice:

Hi Gui, I'm doing pretty good, thanks! I went to Ikea this weekend and I loved it haha, it's been years that I wanted to go back :p I didn't buy anything though 🙄. I also went to a Korean barbeque with some friends, and it was delicious. Bonus point: your food is served by cute robots. Finally on Sunday I went to the Jackalope festival!

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

Jérémie:

Jérémie is not here this week

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

Sonia:

Sonia is not here this week

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

Étienne:

Étienne: Étienne is here this week and he's feeling well. This week, he recommends everyone to play Not for Broadcast.

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

Andrei:

Andrei is not here this week

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

Chloé:

Hi Gui! I've been doing well. It is a bit lonely this week since everyone is on vacay though!

Entirago

And for my third question, the one I was sure I wouldn't forget.... I forgot. So maybe just tell me something you think is neat about your favourite video game

Chloé:

Super Mario Galaxy was the first Nintendo game to have its soundtrack done by a symphony orchestra! For me, the soundtrack of the game is so memorable and it's so beautiful, I think the choice to go for an orchestra was a great one to fit the theme and feel of the game!

Alice:

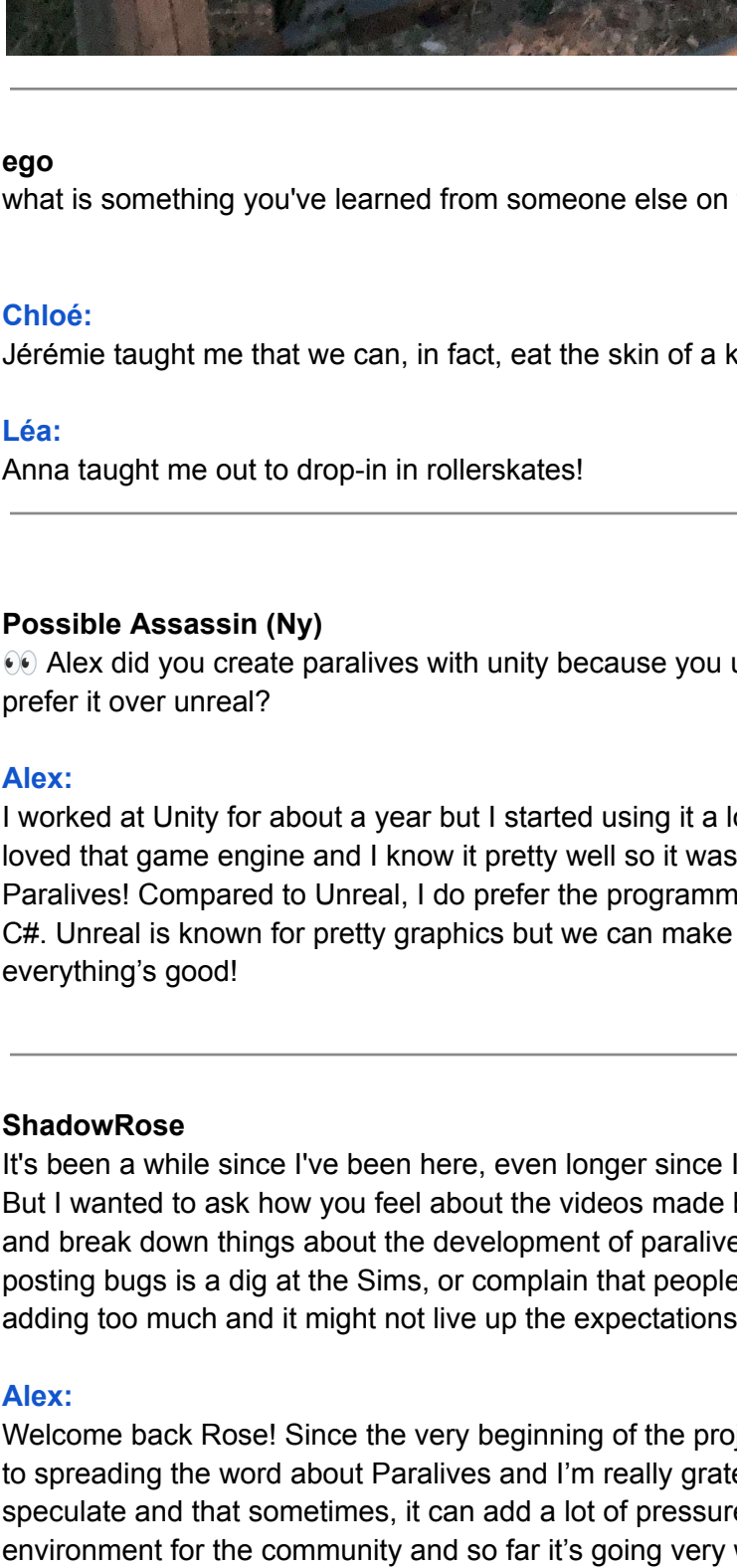
Hard to choose one, but recently I played Eastward and I loved it. The pixel art is incredible, I love the characters and their personality, and more importantly the story is great!

Léa:

My favorite game of all time is Fable, mainly because I could choose a path and get various endings depending on my moral code. Also the music is just EPIC.

Étienne:

So Noita is so cool! It's a falling sand simulator, so every pixel on screen is simulated and reacts to gravity. There's this alchemical system that makes it so each material reacts with each other, for example, you've got acid and it will melt through acid, but you've also got magical materials, like concentrated mana and polymorphine. Also it's a roguelike, so when your little wizard gal dies, you restart with nothing. Now, every pixel is out to kill you, but you're a wizard, so you can make wands and spells and stuff. The spell crafting system is so cool, it's like programming but more fun. When you reach the end of the game, your wands are so goddamn powerful it is a popular meme that the game just crashes caus you're so powerful. AND EVEN THEN, there's like a billions secrets inside this game. The world in this game is so much bigger that it appears at first and it's amazing.



Sebastian's Pool Dive

Who is the best juggler in the office?

Chloé:

I'm fairly good at juggling...but maybe we should have a contest at the office to see who truly is the best!

Alice:

I'll probably be the worst.

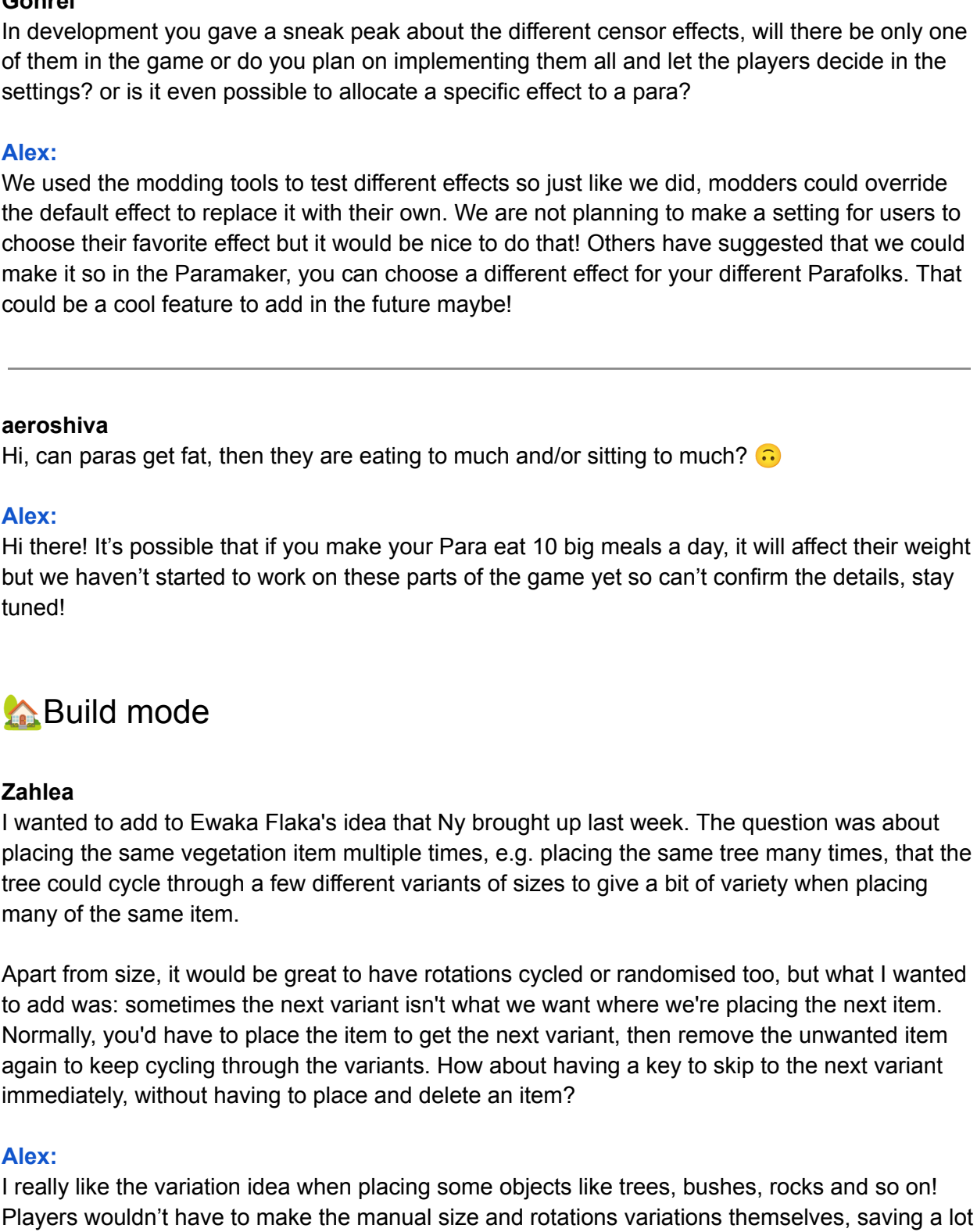
Léa:

I don't know how to juggle, at all!

SmallestPolarBear

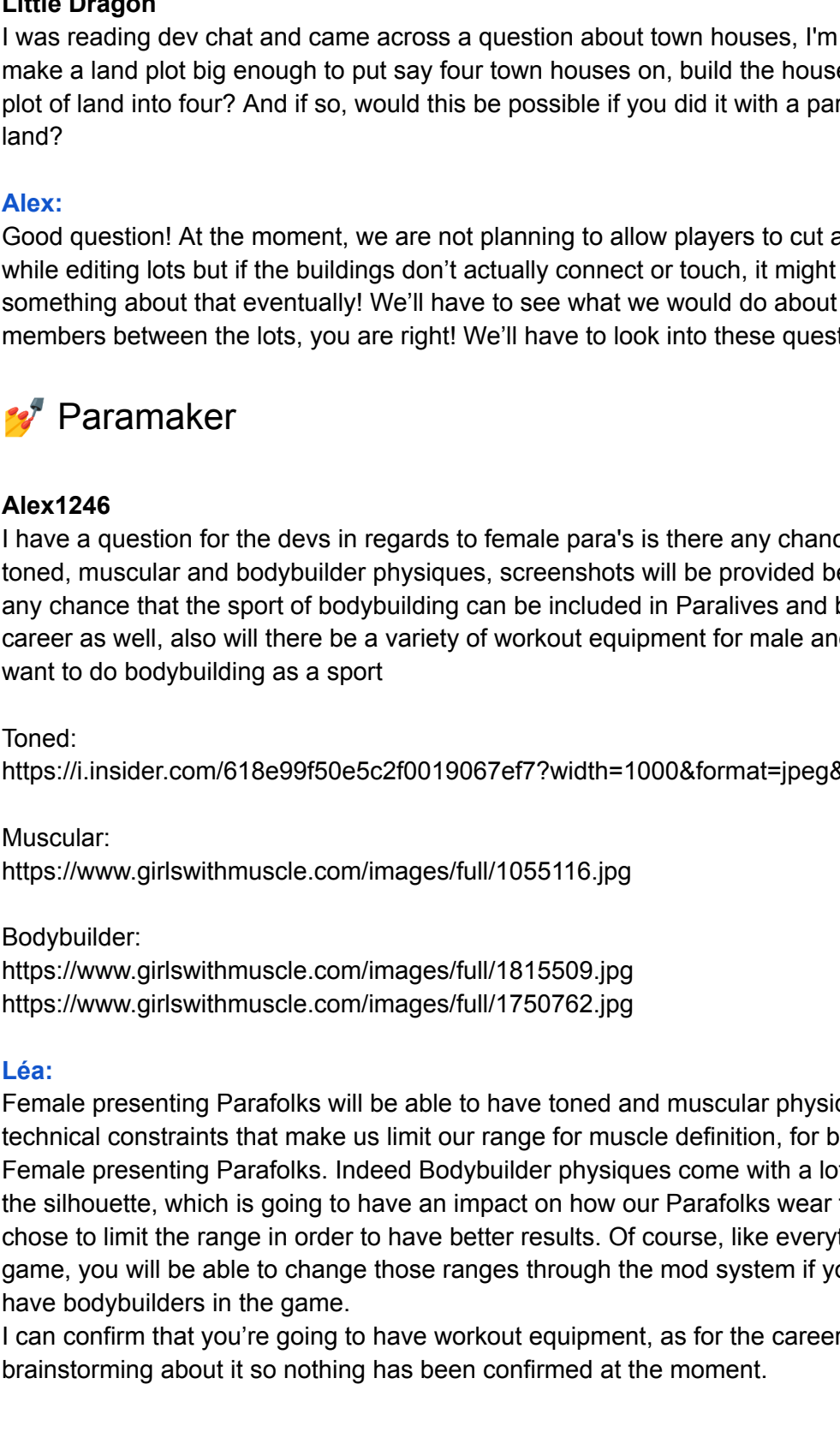
Pet pics please

Chloé:



Alice:

Photo taken during our last heartbreaking goodbyes:



ego

what is something you've learned from someone else on the team? (professional and personal)

Chloé:

Jérémie taught me that we can, in fact, eat the skin of a kiwi, despite it being so...hairsty??

Léa:

Anna taught me out to drop-in in rollerskates!

Possible Assassin (Ny)

✖️ Alex did you create paralives with unity because you use to work there or do you genuinely prefer it over unreal?

Alex:

I worked at Unity for about a year but I started using it a loooong time before that. I've always loved that game engine and I know it pretty well so it was a very easy decision to use Unity for Paralives! Compared to Unreal, I do prefer the programming language used in Unity which is C#. Unreal is known for pretty graphics but we can make very nice things in Unity too so everything's good!

ShadowRose

It's been a while since I've been here, even longer since I participated in Dev chat. But I wanted to ask how you feel about the videos made by people on YouTube that speculate and break down things about the development of paralives? Specifically the ones that think you posting bugs is a dig at the Sims, or complain that people expect too much, or that you're adding too much and it might not live up the expectations

Alex:

Welcome back Rose! Since the very beginning of the project, Youtubers have contributed a lot to spreading the word about Paralives and I'm really grateful for that! It's true that people like to speculate and that sometimes, it can add a lot of pressure but we try to keep a positive tone and environment for the community and so far it's going very well overall. There will always be a few people who will say negative things but we know we can't please everyone and we're okay with it!

SmallestPolarBear

How do you do the budget for paralives? Especially since people can change their Patreon all the time

Alex:

The Patreon money is directly used to pay our salaries but we also have saved some money in the bank so we'll be safe for a while even if the Patreon website would cease to exist all of a sudden for some reason (👉 but it won't happen!) We also have a plan B, a plan C and a plan D for funding in case we need them but so far, the Patreon has been pretty stable for quite a while and we're really grateful for all the support from everyone on there!

🌱 Live mode

Sebastian's Pool Dive

Once the procedural animation system is fully in place, how much manual tweaking will be needed for new animations that you create? Like if in the future, you decided to do table tennis and had base animations, will it be fully automatic?

Alex:

Many many animations will use the same procedural adaptations. Right now, we have integrated many adaptations already and when we integrate new animations to the game, we often just reuse an existing adaptation so it's pretty convenient. Some specific animations might require more work and new custom adaptations from time to time but it won't be too much work to add them since the system supports many adaptation features already and we can just use them to create a new procedural adaptation.

Gonrel

In development you gave a sneak peak about the different censor effects, will there be only one of them in the game or do you plan on implementing them all and let the players decide in the settings? or is it even possible to allocate a specific effect to a para?

Alex:

We used the modding tools to test different effects so just like we did, modders could override the default effect to replace it with their own. We are not planning to make a setting for users to choose their favorite effect but it would be nice to do that! Others have suggested that we could make it so in the Paramaker, you can choose a different effect for your different Parafolks. That could be a cool feature to add in the future maybe!

aeroshiva

Hi, can paras get fat, then they are eating to much and/or sitting to much? 🤔

Alex:

Hi there! It's possible that if you make your Para eat 10 big meals a day, it will affect their weight but we haven't started to work on these parts of the game yet so can't confirm the details, stay tuned!

🏡 Build mode

Zahlea

I wanted to add to Ewaka Flaka's idea that Ny brought up last week. The question was about placing the same vegetation item multiple times, e.g. placing the same tree many times, that the tree could cycle through a few different variants of sizes to give a bit of variety when placing many of the same item.

Apart from size, it would be great to have rotations cycled or randomised too, but what I wanted to add was: sometimes the next variant isn't what we want where we're placing the next item. Normally, you'd have to place the item to get the next variant, then remove the unwanted item again to keep cycling through the variants. How about having a key to skip to the next variant immediately, without having to place and delete an item?

Alex:

I really like the variation idea when placing some objects like trees, bushes, rocks and so on! Players wouldn't have to make the manual size and rotations variations themselves, saving a lot of time when doing landscaping. It's a feature to consider for later. If we do it, you are right that a button to cycle to a different variation could be nice!

🐉 Little Dragon

I was reading dev chat and came across a question about town houses, I'm wondering could I make a land plot big enough to put say four town houses on, build the houses then split that one plot of land into four? And if so, would this be possible if you did it with a para living on that land?

Alex:

Good question! At the moment, we are not planning to allow players to cut a building in two while editing lots but if the buildings don't actually connect or touch, it might be possible to do something about that eventually! We'll have to see what we would do about splitting household members between the lots, you are right! We'll have to look into these questions later!

🦋 Paramaker

Alex1246

I have a question for the devs in regards to female para's is there any chance they can have toned, muscular and bodybuilder physiques, screenshots will be provided below, also is there any chance that the sport of bodybuilding can be included in Paralives and be implemented as a career as well, also will there be a variety of workout equipment for male and female para's who want to do bodybuilding as a sport

Toned:

https://i.insider.com/618e99f50e5c2f0019067ef7?width=1000&format=jpeg&auto=webp

Muscular:

https://www.girlswithmuscle.com/images/full/1055116.jpg

Bodybuilder:

https://www.girlswithmuscle.com/images/full/1815509.jpg
https://www.girlswithmuscle.com/images/full/1750762.jpg

Léa:

Female presenting Parafolks will be able to have toned and muscular physiques so...we do have technical constraints that make us limit our range for muscle definition, for both Male and Female presenting Parafolks. Indeed Bodybuilder physiques come with a lot of big shapes in the silhouette, which is going to have an impact on how our Parafolks wear their clothes. We chose to limit the range in order to have better results. Of course, like everything else in the game, you will be able to change those ranges through the mod system if you really want to have bodybuilders in the game.

I can confirm that you're going to have workout equipment, as for the career, we are still brainstorming about it so nothing has been confirmed at the moment.