April 18th, 2025: Paralives Developer Weekly Chat This weekly chat is held on Discord for Hero and Legend tier patrons. Every week, you can ask

a few questions to any developer from Friday 12PM to Monday 12PM ET and they will get back to you with their answers the next Friday. Visit www.patreon.com/alexmasse/ for details.

Community's choice question This question got 6 votes from the Super Patrons on Discord!

icarus:

married or have a baby, we often have to control them [partner/child] as well. Sometimes that gets overwhelming if I just want to focus on one character at a time. Will there be an option to

Hi! I don't know if this has been asked yet, but in other life simulation games when you get

toggle Parafolk autonomy? Have semi-autonomy? Anna: For now, there's an option to toggle the autonomy of your selected Parafolk and a second option to toggle the autonomy of the other characters in your household! (We might make changes to

the autonomy system before early access but I think these options will stay.)

General questions

Vec: Hey devs! Apologies if this has already been asked—I only recently discovered Paralives and I'm really excited!! I saw that the teaser mentions there won't be paid DLCs, only free

expansions, and I can't help but wonder: how does the team plan to sustain the game financially in the long run? not the idea of DLCs we dislike, it's how they've been handled in games like The Sims. I

Personally, I wouldn't mind DLCs at all. I think most of the life sim community feels the same. It's especially liked Satch's take on this: focus on cosmetic DLCs. I'd even say gameplay DLCs are welcome too, as long as they're meaningful, fairly priced, and actually work 😄. I'm asking

because I really do want to see this game thrive, both in playercount AND financially. Thanks so much and again, super excited! Gab:

Our decision to not have any paid DLCs for Paralives was thoroughly considered and is based on many different factors! The short of it is that we are a small team based out of Quebec,

Hi there! Thanks so much for your support, we're glad to have you here :)

Canada where it is less expensive to develop games thanks to a substantial tax credit for video game studios. We are also completely independent, with no publishers or investors, so we will keep all the revenues of the games to ourselves. Many game studios have to share most of their revenues with a publisher. A very high number of people have already wishlisted the game on Steam, and we are confident that the game will hit our minimal sales target. When taking into consideration the game's price, we believe revenues should be more than enough to support long term development and the

growth of the studio. If the game itself doesn't sell enough copies to support the team, paid expansions won't sell well either so they won't be of much help. Finally, many indie games have been extremely successful even if their updates have always

been free. No Man's Sky, Minecraft, and Stardew Valley just to name a few of the better known games but there are so many more as well. As huge life simulation game fans ourselves, we are

happy to be able to stick to our vision of making a game that is affordable to play! **Kalamity:** How complicated has it been to implement so much customizability for players with mods rather then hardcoding everything? Has going this route been worth the challenge?

Howdy! What a great question! It has been really complicated and added a layer of challenge, complexity and unforeseen situations on top of the already pretty rough scenario of making a whole game! Needing to create the tools, debug them, maintain them, improve them over time while making the game is one factor contributing to this difficulty, while loading and parsing data from "outside" the game in our own formats rather than just letting unity deal with everything is making optimisation more challenging and is leaving a lot of things in our hands that can break (while they usually would be taken care of). We even had to make up our own "logic" system to

deal with all the things that can happen in the game, which wouldn't have been necessary if

As if it was worth the challenge, only time will tell! It certainly has been a fun learning experience, but I'm not ready to answer that until we cross the finish line and see what happens

Doctor Clark:

Jérémie:

everything was hardcoded as you say.

Jérémie:

then:) Thank you!

So I as I understand it currently, the town is going to be explorable for the people living in it, but

i'd like to know what kinda of vehicles and transport is planned to be put in game if any.

Yes! The game is going to be open world, there are not going to be any vehicles when it launches in Early Access however, so we'll have to wait and see where our fancies take us!

Devs questions

Anna:

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

Hello Gui! I'm doing great, thank you! U've been enjoying reading outside it's amazing! 🔆

Hi Gui! I'm good, thanks!:) Hi Alice! How are you? How was your week?

Heya! I'm doing good 🙂

Andrei:

Gab: heyyyy

Richard:

Entirago:

Jérémie:

Alejandro:

Alice:

Andrei:

Chloé:

Andrei:

indi:

Alejandro:

Richard:

Charlotte:

Léa:

Andrei:

Lina:

Entirago:

Alejandro:

Charlotte:

Chloé:

Andrei:

Lina:

Thank you Ent!! 🌼

Have a good week!

I love all of the kitchen clutter!!

What's Maggie's vibe?

Let's go with Serious for now \bigcirc

My Lord Gui, Poutine Connaisseur:

Joyeuse Pâque! Did you guys do something for Easter?

Jérémie: Hi! Short week. Hi Sonia! How are you? How was your week?

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

Very good thank you! 😊 🌨 🍓 🌷 🍃 🌞

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

Hi Chloé! How are you? How was your week? Chloé: Hello! I've been good, weather is getting a bit better so I'm starting to set up my gear for this summer's gardening!

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

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

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

I have done some pixel art this weekend :D. I'm ready to become an artist now!

It was great! Came back from a long weekend with some family for Easter:-)

Hiiiii!! I'm doing good! I had a long weekend to rest! Wish it was less rainy tho

Hey Gui!! I've been sick for the past few days and also reading a lot of my favorite manga hehe

Hi Alejandro! How are you? How was your week? Alejandro: I had an excellent week! I hope your week was just as excellent! Hi Charlotte! How are you? How was your week? **Charlotte:**

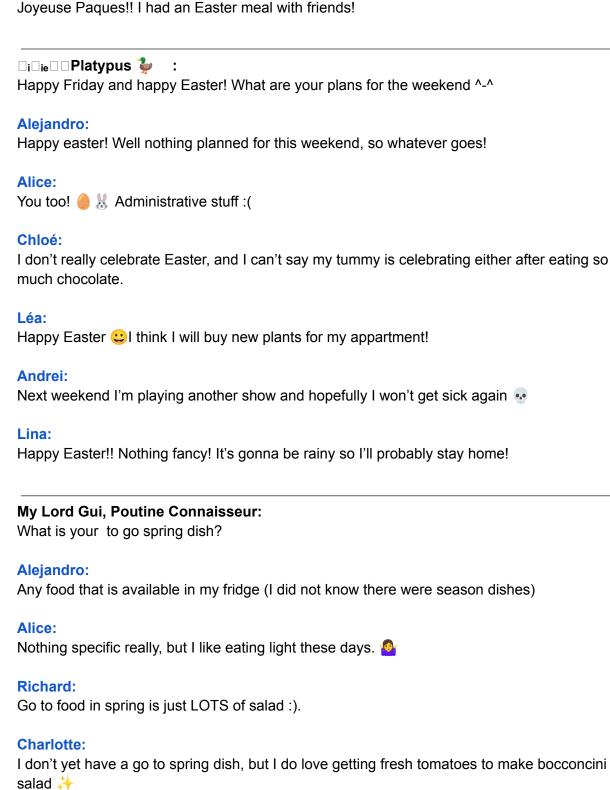
Hi Lina! How are you? How was your week?

Charlotte: Joyeuse Pâques! 🐇 I went to see my grandmother, had Easter supper and then brunch with her and other family. And of course, there was chocolate. It was nice! Chloé: I went shopping with my mum and the place I went to happened to have a little farm for Easter. Enjoy this baby goat eating an ice cream cone.

Joyeuse Pâque! Not much, I went to mass, I ate with my family, I ate chocolate chickens.

I played a show last Thursday and ever since I've been at home sick $\ensuremath{\mathfrak{C}}$

Joyeuse Pâques! twent to mass with my boyfriend and cooked a big meal it was really nice!



Alice: I love the bread basket.

Mine is the REDACTED REDACTED!

I like the neurodivergent clutter, it's colorful and fun

The books, I use them all the time, everywhere!

I love all the different plants there are in the game!

Hope you all had a good weekend and have a good week!

With our current numbers, an average Para with no special sleep-affecting traits will get tired

Bills are not going to be very deep when the game launches in early access (if they don't evolve

from where they are right now), you have some expenses and you pay them or face the consequences. The economy overall is something we'll have to work on during Early Access and later in the future but it's mostly going to be making money from work and spending it on build mode stuff, there aren't going to be taxes, retirement accounts or inflation, if that's what

What different options will Paras have for listening to music (stereos, earbuds, etc.)?

For now, there's only the regular radio option, but maybe more options will be provided in the

after about 16 hours, exhausted in 18 and die of fatigue after 38 hours.

How in-depth are you thinking the bills and economy will be?

Thank you! I hope for you the same!

Thank you Ent, same to you!:-)

Thank you Ent!! You too take care!

I tend to eat lighter when spring comes, I always like a good ol' Pho

Do you have a favorite clutter item in the game?

It's mostly salad! I find the process of cutting cherry tomatoes very relaxing~

I don't know if it counts as a spring dish but outdoor BBQs are it during spring and summer

Thank you Ent!!! You too! Y Live mode **Kalamity:** Just accidentally pulled another all nighter. How long can a para go without sleep before they end up too exhausted to function? Jérémie:

you're wondering about!

Ozymandias:

Anna:

future!