

June 9th, 2023: Paralives Developer Weekly Chat

This weekly chat is held on Discord for Hero and Legend tier patrons. Every week, you can ask a few questions to any developer from Friday 12PM to Monday 12PM ET and they will get back to you with their answers the next Friday.

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

🌟 Community's choice question

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

IIAmorFatill

So now that both babies/toddlers and elders have been shown to the public, will we learn more about life stages (which life stages there will be, how life stages will work. etc.) in Paralives soon?

Anna:

Depends on what you call "soon" haha! We haven't planned to release new information on that matter in the very close future, that's the most precise I can be. That's not part of our current priorities but it will be eventually!

🎮 General questions

Gui:

In honor of Stewby and Gab, I humbly request a cha cha slide from the Parafolk

Gabrielle:

Unfortunately, the request was denied for now 😞

🐭🐭🐭 Platypus 🇵🇹 :

Curious about if you guys thought about what kinds of toys you'll be adding for kids? Whether it's just for fun or skill development

Chloé:

Hi Platypus! The list we have is still not 100% final because we might add or remove some as we go on with production, but so far we have some plushies and dolls, block toys and development toys (pattern recognition, color recognition, that sort of toys!) planned. As for whether or not they will have an impact on the child's skill, that is still to be determined!

Possible Assassin (Ny) 🐍 :

So I noticed on the road map right now "interface style test and research" is in progress are you guys able to go a bit deeper into what yall are trying to accomplish and what changes we might see? Such as font,size, colours, where everything is placed in general, how easy it would be for a not so tech savvy person to pick up the game, etc

Alex:

There are so many different interfaces and windows that we are creating for the game and the more we work on them, the more we tweak various things to the overall style. Right now, the color palette of the interface is still being worked on as well as the layout, the size of the windows and more. We are not planning to change the font at the moment. One of our main goals is to make the interface easy to navigate and understand for as many people as possible so we always think about how we can improve the layout and interface features as we iterate on the game.

Possible Assassin (Ny) 🐍 :

Since script mods support isn't planned for now, will the mod tools have a way to add brand new functions to the game? A while back Alex mentioned how modders will be able to add 3d models, animations, and textures which is great to hear but I wanted to know if modders will be able to go further than that.

For example, say you guys added snow boarding if someone wanted skiing they could just change the animations to show skis and the option to just say go skiing, but what if they wanted both? Would they be able to duplicate the snowboarding fiction or just add in a skiing function?

Alex:

They would be able to duplicate the snowboarding function to add skiing interactions without it replacing snowboarding interactions. They would have to create and integrate the skiing animation and equipment which our tools allow.

IIAmorFatill:

Wholesome Direct just happened and that got me wondering: are you guys already working on marketing ideas for when Paralives is closer to release?

Gabrielle:

We're always thinking of ways to best promote Paralives! For now, we're planning on continuing to post regularly on social media. We've also been building a large contact list of influencers and media people that we'll reach out to when we release major videos! When we get closer to the release date, it would also be super fun to participate in events again like Wholesome Direct 😊

👉 Devs questions

Gui:

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

Allex:

Allo Gui! It's the Hackweek, I'm so happy!!! I can't wait to show what I did

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

Léa:

Hello Gui!! My week was super fun! I'm currently planning to go to my first LARP and it's a lot of work!

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

Anna:

Hi Gui! I'm good, thank you! Went to see Coeur de Pirate at the Montréal's francofolies last weekend! It was great!

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

Alice:

Hello Gui, my week was very nice thank you! I Spent time with friends, did a bit of shopping, and I finally ordered a dog backpack to be able to ride a bike with my potato! 🐔

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

Jérémie:

Heya!

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

Sonia:

Heya! I'm doing good thanks for asking. I had a pretty nice week, worked on a lot of interesting stuff

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

Andrei:

Hey Gui! Working on some new things for the Hackweek! Other than that I'm basically done with Elden Ring and finished (again) The Last Airbender this weekend so I'm looking for new stuff to watch or play! 😊

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

Chloé:

Hi Gui! My week was fine, I did some more gardening and legos this last weekend, which was fun 😊

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

Gabrielle:

Hi Gui! I'm doing great, thank you 🍷

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

Richard:

Yea! Hackweek is fun week :)

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

Alejandro:

An amazing week as usual! I hope yours was just as amazing!

Gui:

I hope you guys took special care of yourself with the forest fires and everything!

Chloé:

Luckily for us, the smoke that has reached the city has since dissipated! It wasn't ideal going out of the house then.

Andrei:

To be honest, I didn't notice at all the change in the air but the rest of my family in the south shore did. Hope you took care of yourself too Gui!

Gui:

Alejandro, here is Blåhaj! It a shark plushie, from Ikea, that seems to be popular with some of the lemons, grapes and limes



Alejandro:

So I guess I am part of the Blåhaj cult now ✨

Rootbeer128:

Chloe, your cat looks like me in real life

Chloe:

Bebe is very relatable

🌱 Live mode

Little Dragon - through Zahlea:

This one is inspired by Ent's question from last dev chat. Will para have hang ups about sharing beds? like sometimes you'll have a friend stay over and share the bed, or sometimes siblings will crawl into bed because of thunder etc. In the sims they have to be romantically involved which to me doesn't make sense.

I could see maybe para doing something like getting an extra blanket out or maybe having a slight 'awkward' moodlet or something in the morning, but I think it should definitely be something you can do.

Anna:

I like the idea of sharing a bed with your friend when you have a sleepover (and never actually sleep but just talk the night away 🍷)! I'm not sure about adding an extra blanket because blankets are already quite the challenge to add to the bed animations, but it would be a nice detail indeed!

Entirago:

This question above brings to me cosy mental images of parafolk just passing out wherever and whenever during a sleepover... like they could only get a third of the way through Fellowship of the Rings extended edition before falling asleep, and some are upside-down on the couch, or on the floor, or using each other as pillows.

Anna:

I mean no disrespect to the LoTR franchise and fans but if I'm watching the extended version on a bed I will fall asleep way before the end, sorry! I really like the idea of a cosy watch party and sleepover with friends and family though!

🐭🐭🐭 Platypus 🇵🇹 :

Would you consider adding in a choice of letting a para "nip out to the shop" for a few minutes to get something specific or maybe just some snacks

Anna:

The discussion on the existence and the whereabouts of snacks and shops and snack shops is very much in progress, so I can't really answer with many details, sorry!

🏠 Build mode

GracePrince:

I know it's still in the future, but will it be possible to determine how big the distances between the different worlds will be?

Jérémie:

It's way too early to say, even the concept of having "distances" between "worlds" means nothing at this point. Thanks for the question tho!

🎨 Paramaker

IIAmorFatill:

Will our para-kids get some cute outfits to dress up in? Things like princess dresses, pirate outfits, all that jazz.

Léa:

Costumes are not planned for the initial release, as we still have a lot of content to produce with a higher priority, but they will definitely be added to the game! (and they will be available for adults too)