

February 14th, 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 7 votes from the Super Patrons on Discord!

Kalamity:
Whenever I play a game, I always notice that when something is supposed to be alcoholic, it tends to have a different sort of name. For a life sim, this has always felt pretty immersion breaking. Is Paralives planned to have its own ""drinks"" someday, or will you allow our paras to indulge in clearly labeled wine?

Anna:
There won't be any straightforward reference to alcohol, no!

General questions

Iceman:
On testing: how do you guys do automated tests?

At my job, we have a ton of automated regression tests for features, but I imagine those must be difficult or resource-intensive for video games. But at the same time, it might be time-consuming as well if Charlotte has to periodically verify things in her checklist when the game code is updated

J  r  mie:
While some programmers might code automated tests for very specific features when they feel like it, we don't really have the manpower to spare in order to do automated tests at scale. Maybe if that had been a development philosophy from the start, maybe if we had a dedicated QA programmer, I don't know how things might have turned out, but we generally don't do automated tests. It's also true that this could become time-consuming for Charlotte, but we also do not do regression testing at scale either, otherwise she would never have the time to do anything else. This might change in the future when we're done adding new features for Early Access and change our testing focus; While I agree that this is not ideal, we're all doing our very best, thank you for the question!

Indi:
My wife sent me this and said that Paralives should do it as well. So if you could put anything as recommended reading for Paralives, what would it be?

David Rattigan @davidrattigan [关注](#)

A good time to remind everyone that The Sims 1 originally came with a list of recommend reading, so don't even THINK about loading into Create-a-Sim until you've read Notes on the Synthesis of Form by Christopher W. Alexander

翻译帖子

APPENDIX 2

RECOMMENDED READING
Here are some titles that might enhance your understanding of some of the background and social issues entertained in The Sims
Warning: all are filled with provocative ideas, Mass disavows any responsibility for encouraging deep thought.
Home: A Short History of an Idea by Witold Rybczynski (July 1987), Penguin USA, ISBN: 0140102210
Notes on the Synthesis of Form by Christopher W. Alexander (June 1970), Harvard University Press, ISBN: 0674027512
A Pattern Language: Towns, Buildings, Construction by Christopher Alexander, Sara Ishikawa, Murray Silverstein (1977), Oxford University Press (Trade), ISBN: 0195019195
Architecture: Form, Space & Order by Frank O. G. Gehry, Francis D. Gehry (February 1980), John Wiley & Sons, ISBN: 0471309199
Housing by Lifestyle: The Component Method of Residential Design by James W. Wright (November 1964), McGraw-Hill, ISBN: 0070692939
Title for Life: The Suprising Ways Americans Use Their Time by John P. Robinson, Geoffrey Godbey (Contributor) (October 1999), June 1997 (Pennsylvania State University Press (Trade), ISBN: 0271019523
Maps of the Mind by C. Hammer-Turner (March 1982), MacMillan Publishing Company, ISBN: 0025477404
Hidden Order: The Economics of Everyday Life by David D. Friedman

Chlo  :
I read *A Pattern Language: Towns, Buildings, Construction*, it's quite instructive when it comes to creating towns! It is quite a long read before playing the Sims, though! Ahah!

Alex:
I enjoyed the books "101 Things I Learned in Architecture School" and "101 Things I Learned in Urban Design School". I think they could help both new and experienced builders design houses and buildings :)

GamerGirl3030:
Will paralives work on laptops?

J  r  mie:
While we don't have specific minimum computer specs to share yet, we will not have features that work or do not work on laptop computers. This will depend mostly on the requirements from the game, and not the type of computer (laptop versus desktop). As long as you've got a Windows or Mac machine that meets the requirement we'll share as soon as we get them, that should be good! Hope this answers your question!

SailorMuffin | Syndia:
After release, how are you planning to continue financing the development of the game? Will Patreon stay for ever? Or will there be cosmetic packs/DLC to support your work?

Alex:
We have announced that there will never be paid packs or paid DLCs for Paralives because we want everyone to have all the content the game has to offer just from purchasing the base game. We have calculated that the sales from the game will be enough to support us for a long time, ensuring that we can add content and features for Paralives for a good while! Regarding the Patreon, we still haven't confirmed our plans for what will happen to the platform after the release

bin chicken:
while play testing have any specific random events really stood out and affected how you might play the game in a different way? (not bugs like an actual feature)

Anna:
Every playtest leads to a lot of tweaks and changes in the features, which is expected! I don't remember any specific event that made us see the game completely differently, but the game would be very different without playtests (definitely not as fun and user friendly)

Devs questions

My Lord Gui, Poutine Connaisseur:
Time for the call roll! Hi Alex! How are you? How was your week?

Alex:
Hi there :)

Hi L  a! How are you? How was your week?

L  a:
Hello Gui! This double snowstorm was rough, I'm officially done with winter. I can't wait for spring!

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

Anna:
Hi Gui! Thankfully I have no snow to shovel, so I'm good!

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

Alice:
Hi Gui, I've been doing good! Like everyone else in Montreal, I've spent the last few days shoveling snow.     

Hi J  r  mie! How are you? How was your week?

J  r  mie:
We'll see today how I am!

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

Sonia:
Hey, my week was nice, all under the snow!

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

Andrei:
Hey Gui! Been shoveling so much snow it's crazy! Also got my first show booked with my band!

Hi Chlo  ! How are you? How was your week?

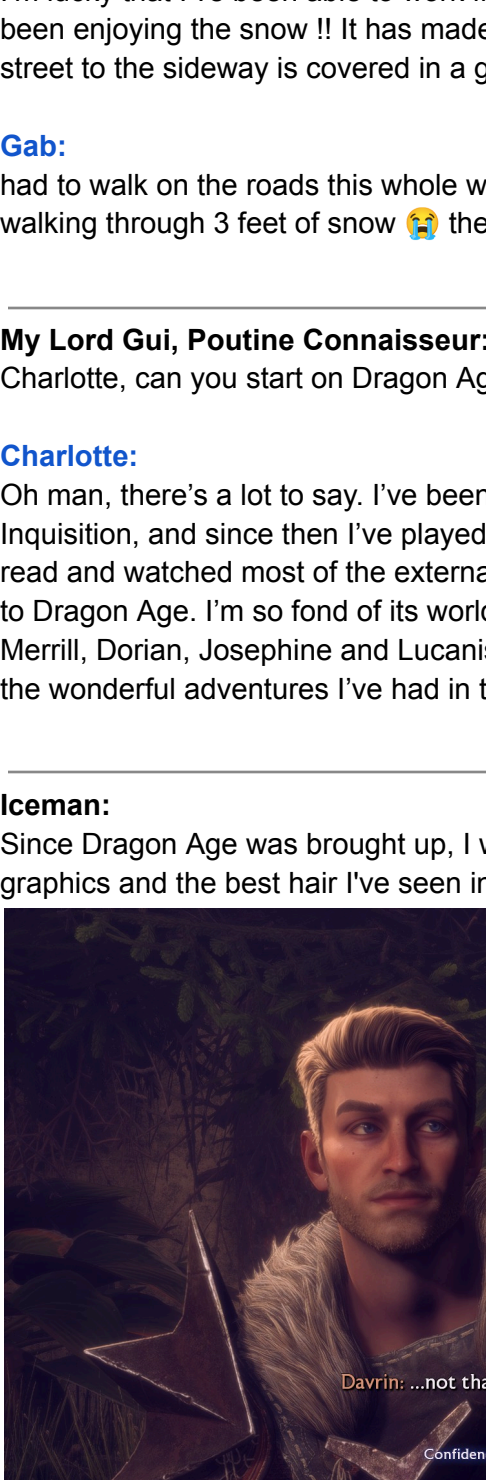
Chlo  :
Hiii I'm good! Buried under snow, but good!

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

Gab:
it's been good despite this crazy storm, thank you :)

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

Richard:
I have started my first fermentation :). It's cabbage, salt, garlic and ginger.



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

Alejandro:
I had a good week! I hope your week was just as good!

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

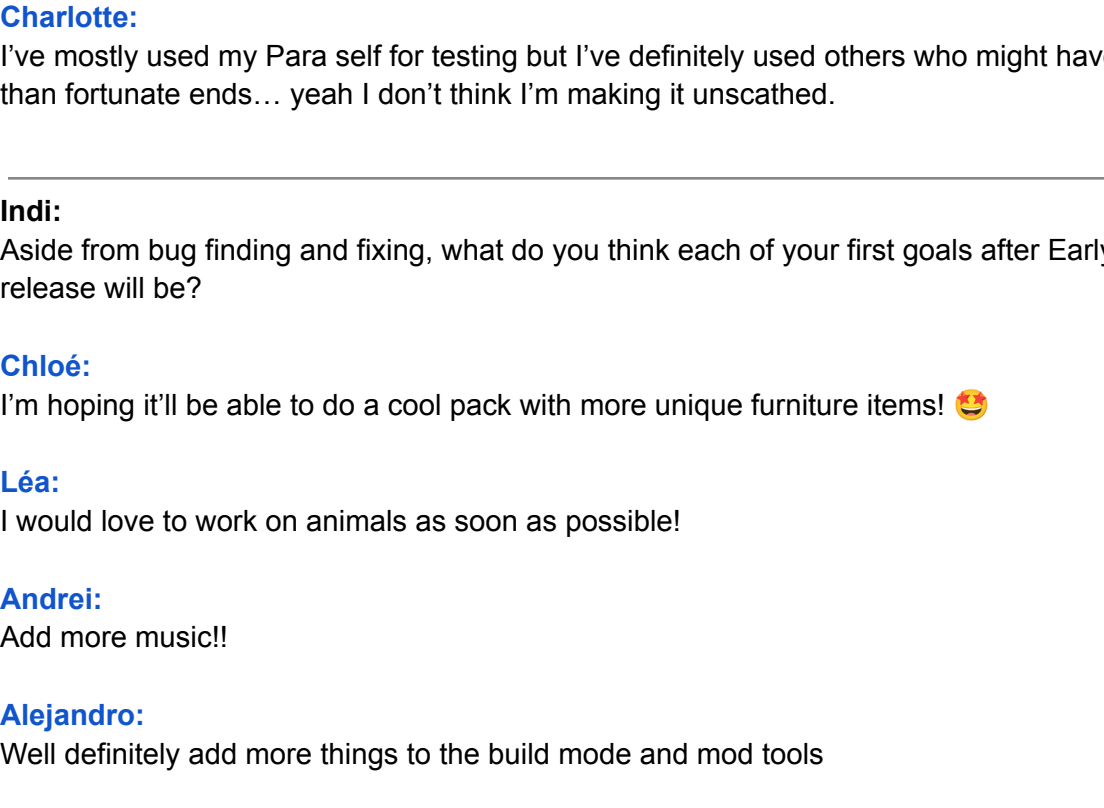
Charlotte:
Doing good ! Lots of snow to look at from the heavy snowfall we got.

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

Lina:
Hiii! I'm doing good! I managed to survive the week without slipping in the snow!

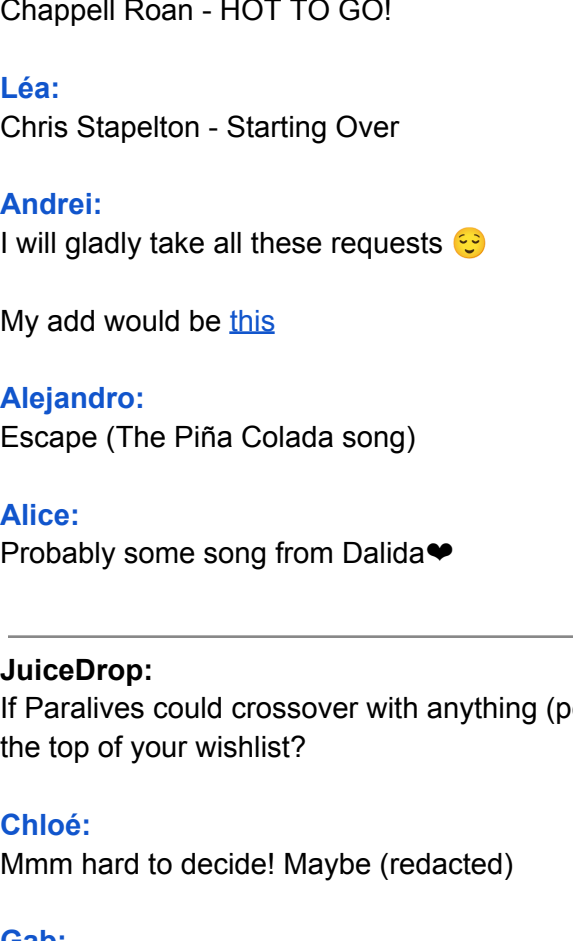
My Lord Gui, Poutine Connaisseur:
You guys surviving the winter storms? Having fun?

Chlo  :
I'm not the one shoveling at home, so I have more fun than my partner! My dog is so excited to go play and run around in the snow :) (The picture is from before the second winter storm, so my yard is worse off now, ahah!)



L  a:
I've shoveled so much snow this weekend that even my hands are sore! It was nice to stay inside watching movies for the rest of the weekend tho!

Andrei:
My insurer asked me to take pictures of my car



Alejandro:
Went to Mont-Royal in Montreal, I had snow up to my neck and it was very cold, and I thought why did I go up that mount.

Alice:
No power cuts so that's that!

Lina:
The sidewalks are testing my balance

Richard:
Yea no problem, just stay home until it's calmer. I got a power cut while at the end of the storm, I needed to go buy some food cause I only had stuff that needed to be cooked. My street was dark, the sidewalks were full of snow, so I walked in the 2 car wheel tracks that were in the middle of the street cause the street is also pretty full. That was fun as this didn't last too long and I got my power back when I can back :).

Charlotte:
I'm lucky that I've been able to work from home and have no car or driveway to shovel, so I've been enjoying the snow !! It has made some deliveries tricky though, since the space from the street to the sidewalk is covered in a good meter of snow      But overall it's all good     

Gab:
had to walk on the roads this whole week as all of my neighbourhood's sidewalks had me walking through 3 feet of snow      the struggling bus system is also driving me crazyyyy

My Lord Gui, Poutine Connaisseur:
Charlotte, can you start on Dragon Age? From a fellow Dragon Age fan

Charlotte:
Oh man, there's a lot to say. I've been a huge fan of the series since 2015 when I first played Inquisition, and since then I've played countless hours of all the entries in the series! I've even read and watched most of the external media, and a lot of my closest friends were made thanks to Dragon Age. I'm so fond of its worldbuilding, rich lore and characters (special shoutout to Merrill, Dorian, Josephine and Lucanis who are some of my favorites). I'll be forever grateful for the wonderful adventures I've had in the world of Thedas, and the impact it's had on my life!     

Iceman:
Since Dragon Age was brought up, I wanted to share my Rook. This game has gorgeous graphics and the best hair I've seen in a video game so far

Sonia:
It looks really nice! Maybe I should get the game as well     

Charlotte:
Oh, they look really good in Hawke's classic armor! Yeah, I have enjoyed the look of Veilguard and the hair does look amazing.

Kalamity:
The paras have come to life to take revenge!

Which developers are most likely to survive?

Chlo  :
I make my own Para-self Chloe suffer, so I have not attracted the ire of any other Parafolk      I am safe

L  a:
I keep healing and fixing everyone's needs as I'm working, I never killed anyone. I think I'm safe!     

Sonia:
Some parafolks are definitely coming to kill me, I forget about their needs all the time... But they look good while dying sooooo

Andrei:
Come to think of it... I just killed Jason in a fire     .... Am I cooked?

Alejandro:
I usually leave the torture and peril for my own Para, and I was the one who coded the fires, so there were so many me's dead from the unfortunate fate of death by fire

Alice:
I think I'm safe, I GIVE THEM LIFE (most of the time)

Richard:
I think I make Roberto do pretty much everything. Though I always remove needs in the game. So my paras can't suffer :).

Charlotte:
I've mostly used my Para self for testing but I've definitely used others who might have met less than fortunate ends... yeah I don't think I'm making it unscathed.

Indi:
Aside from bug finding and fixing, what do you think each of your first goals after Early Access release will be?

Chlo  :
I'm hoping it'll be able to do a cool pack with more unique furniture items!     

L  a:
I would love to work on animals as soon as possible!

Andrei:
Add more music!!

Alejandro:
Well definitely add more things to the build mode and mod tools

Alice:
More animationssssssssssssssssssssssss     

Alice:
Writing code :)

Indi:
If you could put a Parli parody/translation of any song into Paralives, which song would you pick?

Chlo  :
This [classic](#)

Gab:
Chappell Roan - HOT TO GO!

L  a:
Chris Stapleton - Starting Over

Andrei:
I will gladly take all these requests     

My add would be [this](#)

Alejandro:
Escape (The Pi  a Colada song)

Alice:
Probably some song from Dalida    

JuiceDrop:
If Paralives could crossover with anything (people, game, movie, book, etc), what would be on the top of your wishlist?

Chlo  :
Mmm hard to decide! Maybe (redacted)

Gab:
Chappell. Roan.

L  a:
Brooklyn 99 would be so cool!!

Alejandro:
Dnd stuff and lord of the rings hehe

Alice:
Would love a collab with a famous Chef haha     

Charlotte:
I'll second DnD stuff! I'm always open to more fantasy content hehe.

Bin chicken:
you can make 1 animal bigger and one animal smaller. What animals do you choose and why?

Chlo  :
Not sure if insects count, but I'd like spiders and the like to be smaller, they can be there I just don't want to know! Weevils can be big :)

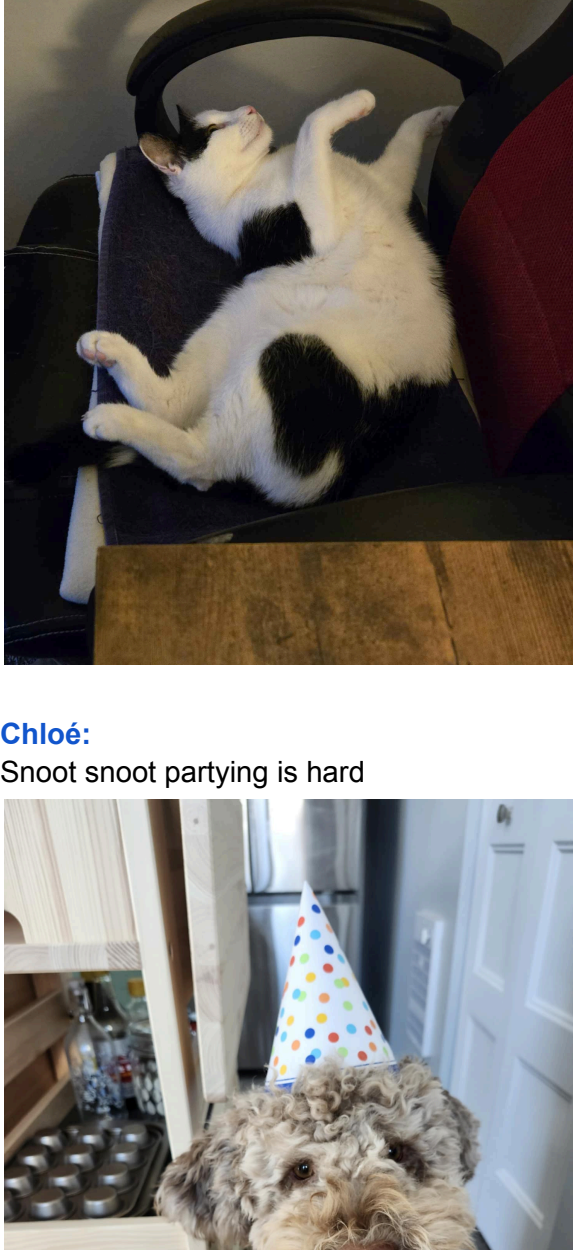
Andrei:
I'd make all humans tinier and Kurama gigantic!!!     

Alejandro:
Small: penguin, big: raccoon

Alice:
Small: Elephants, big: rabbits

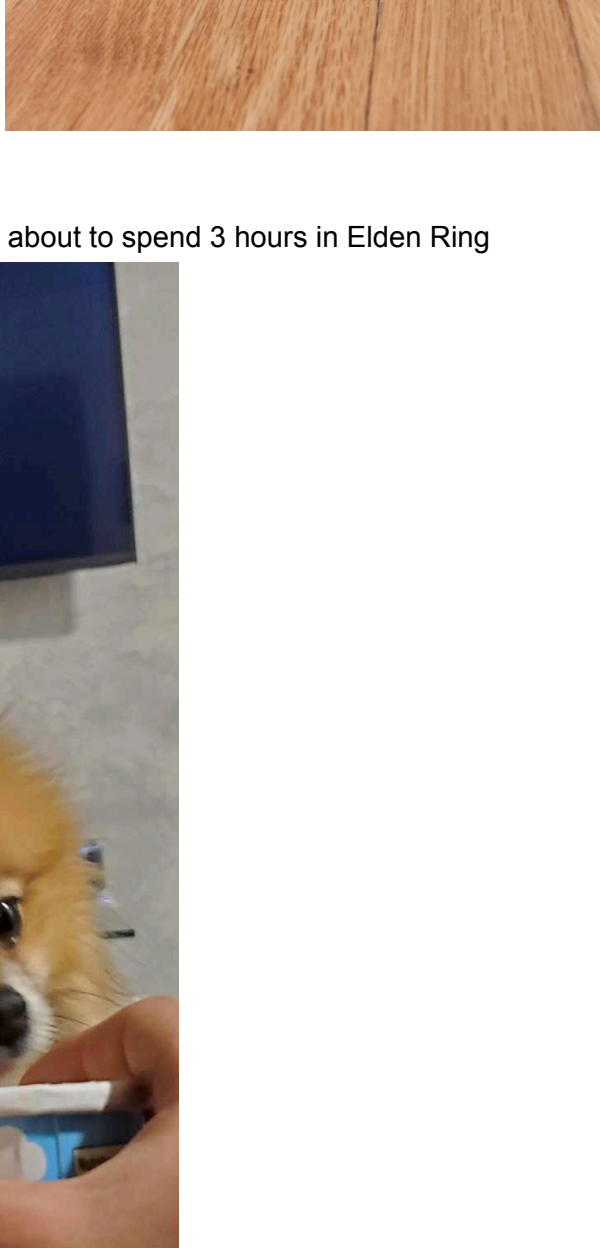
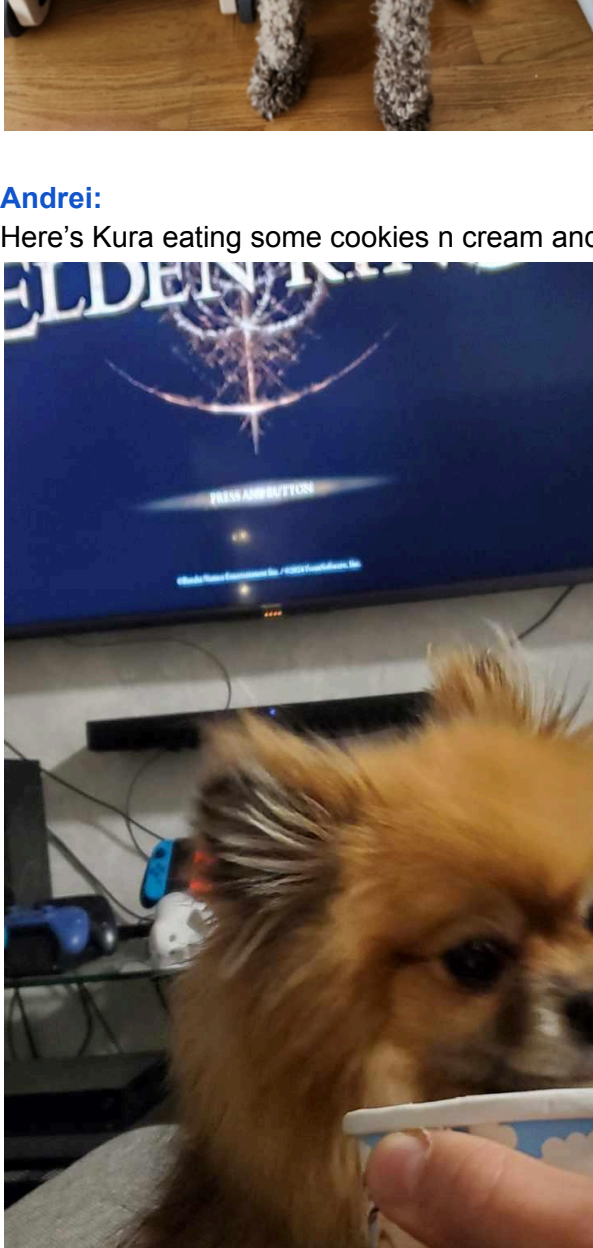
Charlotte:
Not sure what I'd make smaller, but bigger birds would be awesome !! Could you imagine flying on one?

Draven Sable:
This is my last weekend as a patron.      I am sad, but so incredibly excited for this game, and thankful for the wonderful community here, and I can't wait to see myself as a Para in the game! So, I just wanted to say thank you for all that you do, and you all are amazing.      In the spirit of light-heartedness and joy, I would also like to request cute pet pics! I will start with my silly Titus man.     



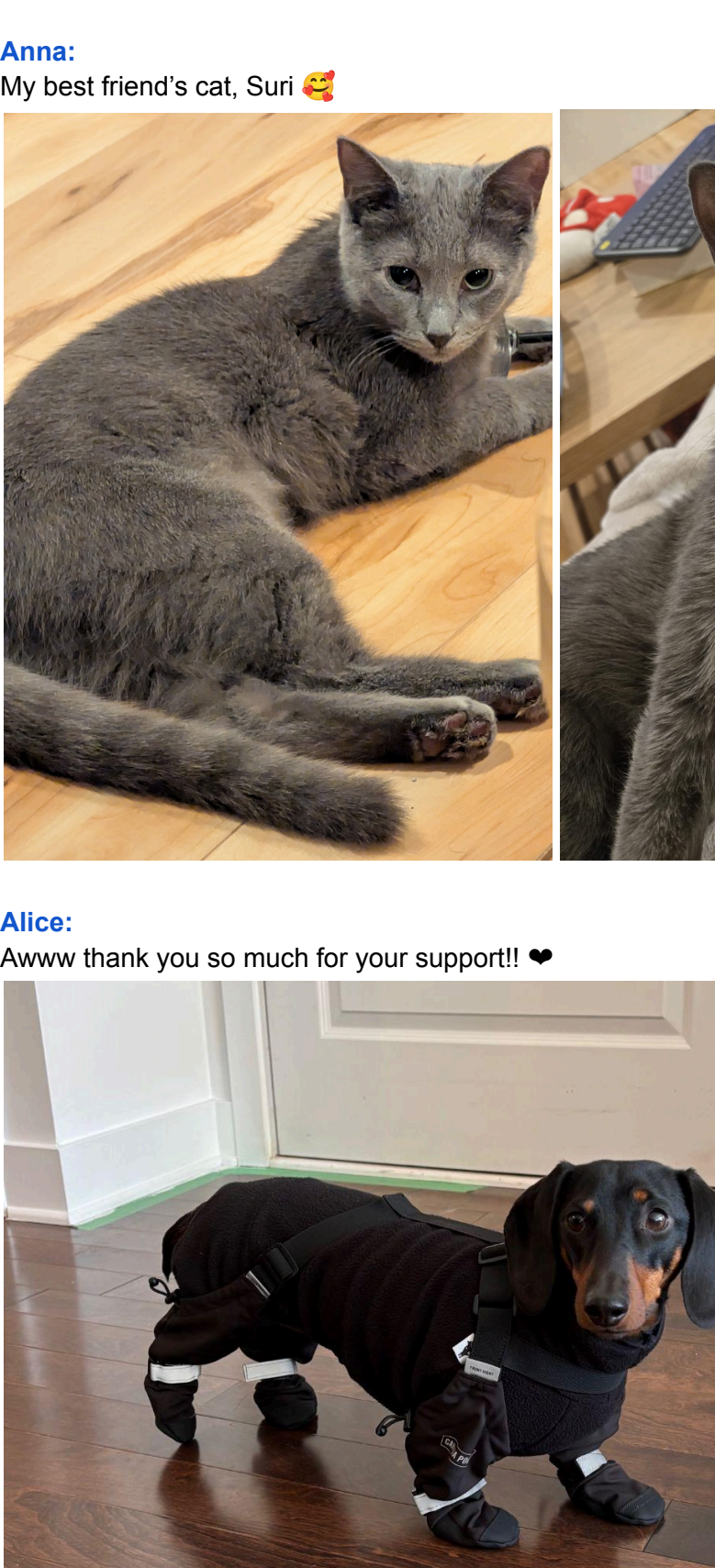
Chloé:

Snoot snoot partying is hard



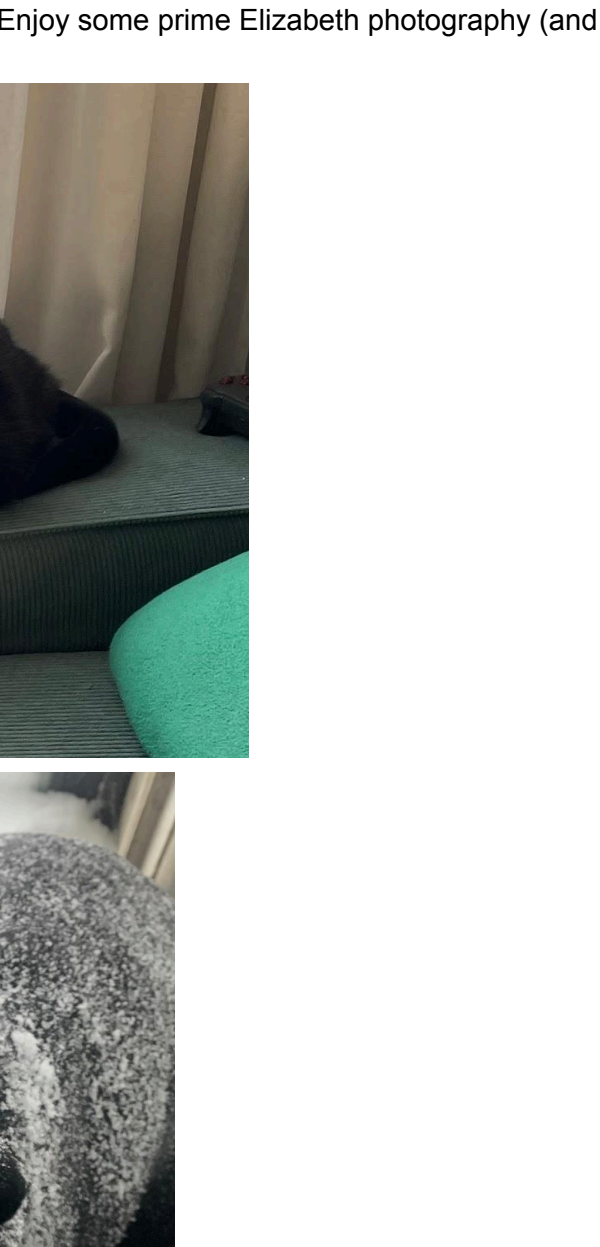
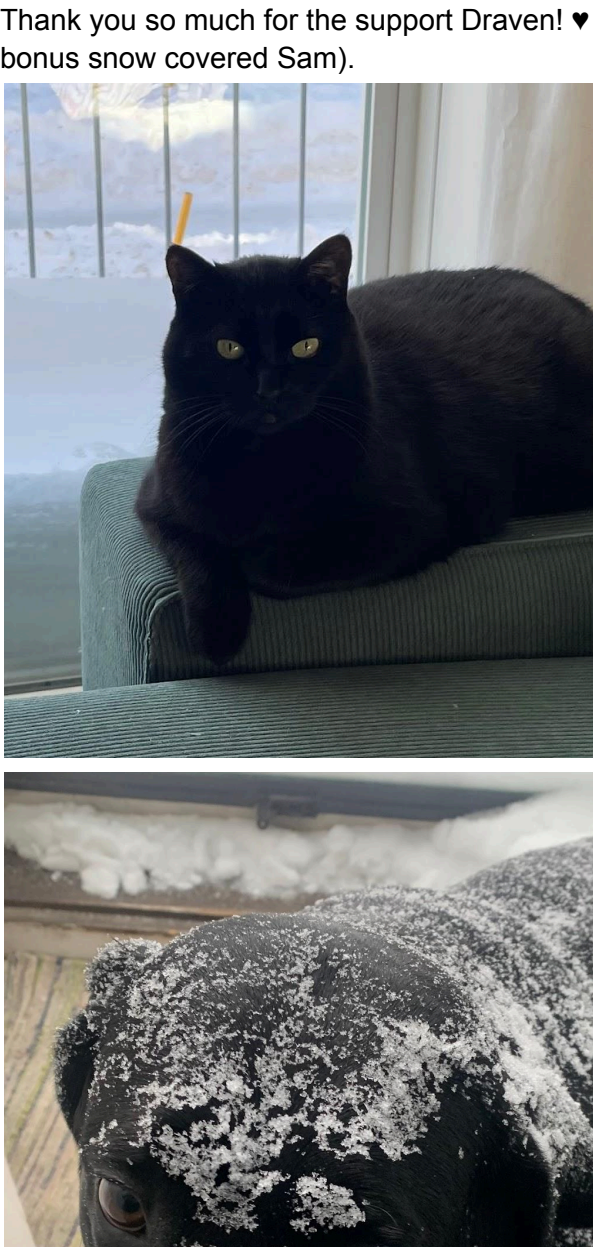
Andrei:

Here's Kura eating some cookies n cream and about to spend 3 hours in Elden Ring



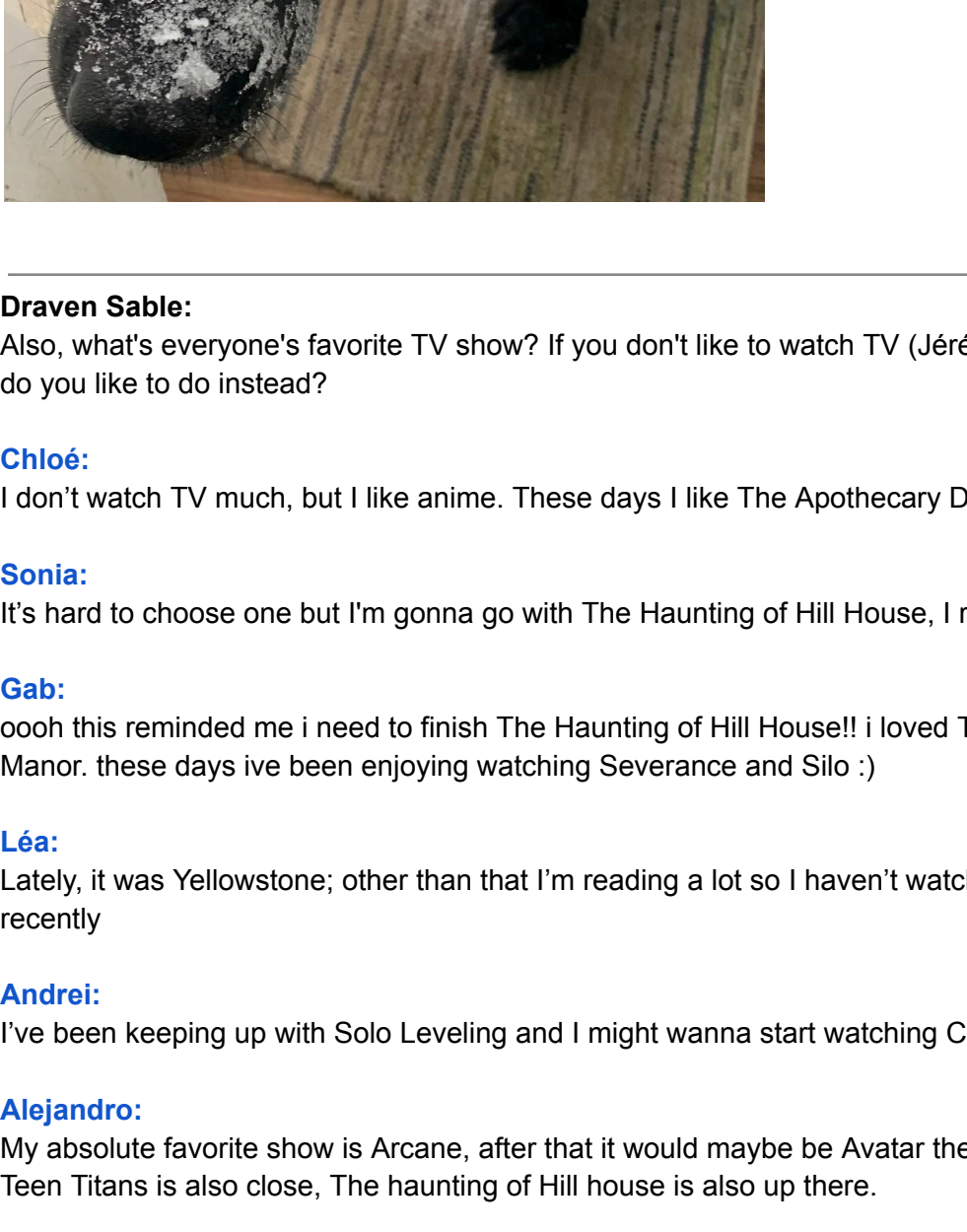
Anna:

My best friend's cat, Suri 🐾



Alice:

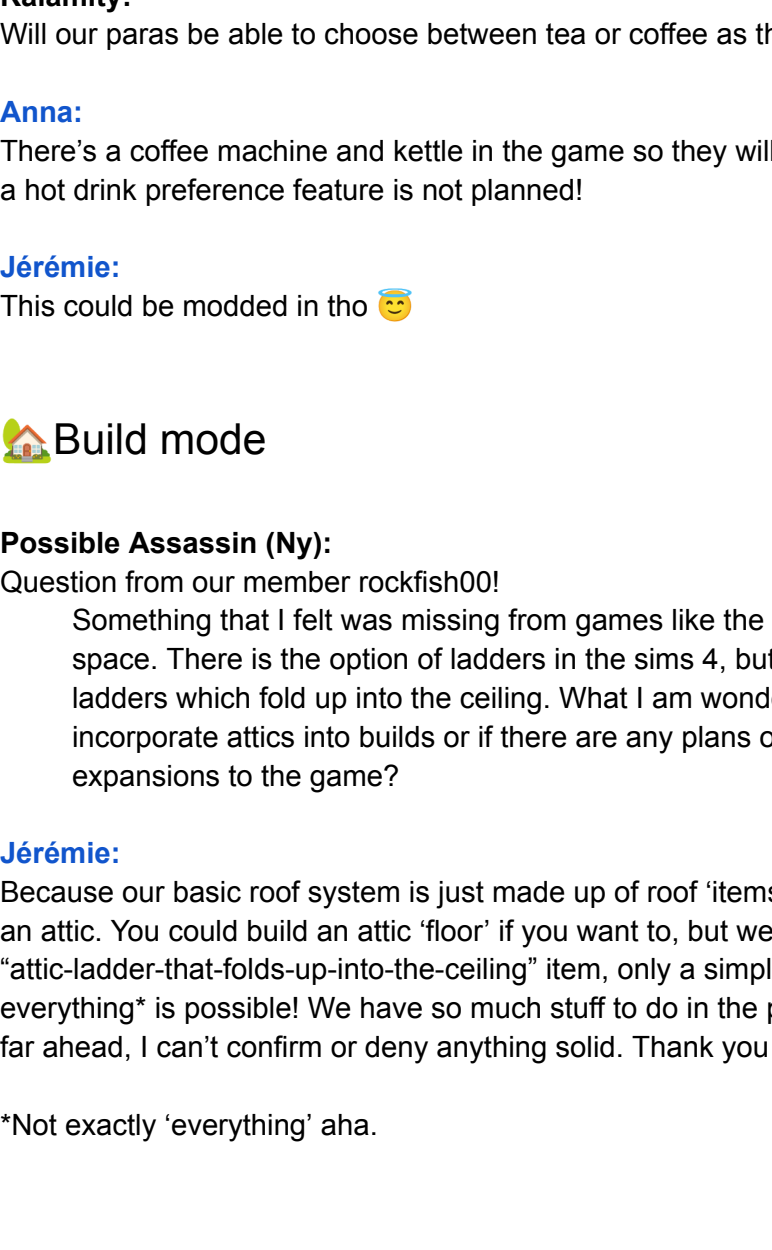
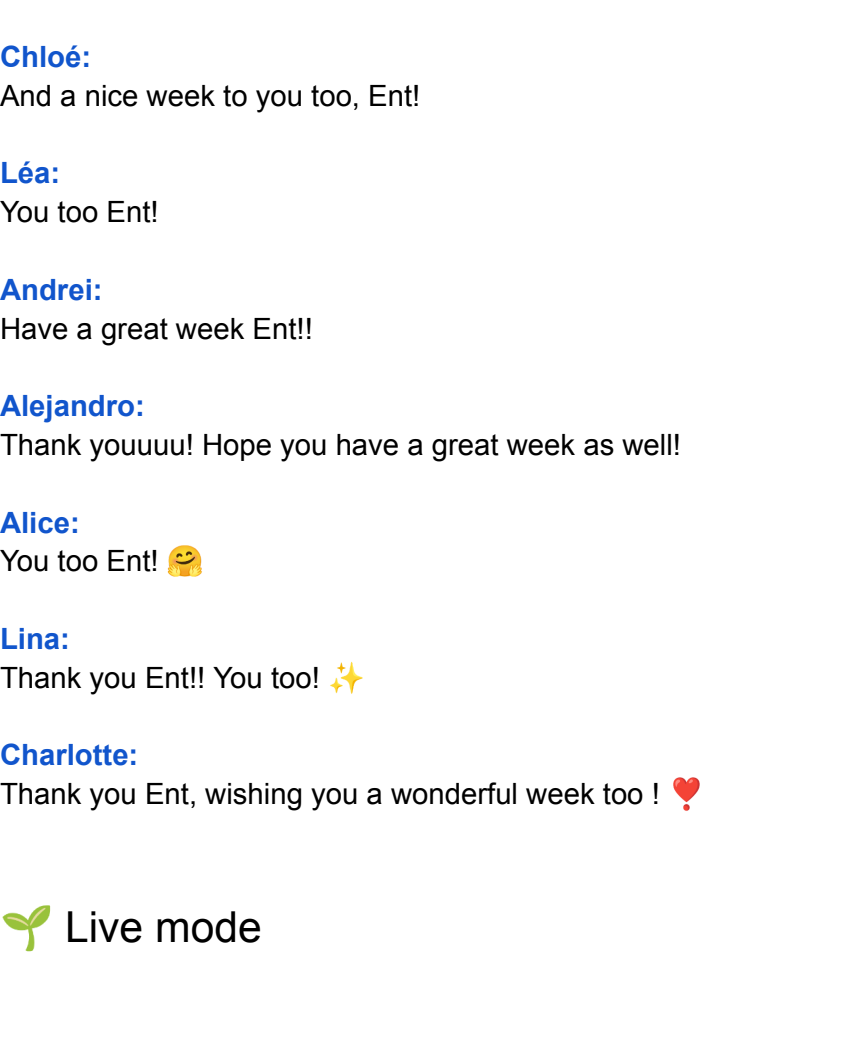
Awww thank you so much for your support!! ♡



(she was not happy about this)

Charlotte:

Thank you so much for the support Draven! ♥ Enjoy some prime Elizabeth photography (and a bonus snow covered Sam).



Draven Sable:

Also, what's everyone's favorite TV show? If you don't like to watch TV (Jérémie 🤔) then what do you like to do instead?

Chloé:

I don't watch TV much, but I like anime. These days I like The Apothecary Diaries!

Sonia:

It's hard to choose one but I'm gonna go with The Haunting of Hill House, I really enjoyed it!

Gab:

oooh this reminded me i need to finish The Haunting of Hill House!! i loved The Haunting of Bly Manor. these days ive been enjoying watching Severance and Silo :)

Léa:

Lately, it was Yellowstone; other than that I'm reading a lot so I haven't watched a lot of shows recently

Andrei:

I've been keeping up with Solo Leveling and I might wanna start watching Community

Alejandro:

My absolute favorite show is Arcane, after that it would maybe be Avatar the last Airbender, Teen Titans is also close, The haunting of Hill house is also up there.

Alice:

I haven't watched a lot of TV shows recently buuut in my all time favorites' list there is: Scrubs, Gilmore Girls of course, Brooklyn 99, The Office... and a lot of animated ones (Gravity Falls, Star Butterfly, Kiff, a lot of old cartoon network shows...)

Lina:

I can't choose a favorite but the ones I rewatch the most are: Sponge bob square pants, The office and Parks and recreation

Entirago:

I still can't remember what I wanted to ask this week, so I'm just going to wish everyone have a great week

Chloé:

And a nice week to you too, Ent!

Léa:

You too Ent!

Andrei:

Have a great week Ent!!

Alejandro:

Thank youuuu! Hope you have a great week as well!

Alice:

You too Ent! 😊

Lina:

Thank you Ent!! You too! ✨

Charlotte:

Thank you Ent, wishing you a wonderful week too ! ❤️

🌱 Live mode

Kalamity:

Will our paras be able to choose between tea or coffee as their drink of choice?

Anna:

There's a coffee machine and kettle in the game so they will probably be able to drink both, but a hot drink preference feature is not planned!

Jérémie:

This could be modded in tho 😊

🏠 Build mode

Possible Assassin (Ny):

Question from our member rockfish00!

Something that I felt was missing from games like the sims was being able to have an attic space. There is the option of ladders in the sims 4, but those aren't the same as attic ladders which fold up into the ceiling. What I am wondering is if there is a way to incorporate attics into builds or if there are any plans of that happening for future expansions to the game?

Jérémie:

Because our basic roof system is just made up of roof 'items', there is no default option to make an attic. You could build an attic 'floor' if you want to, but we don't have a "attic-ladder-that-folds-up-into-the-ceiling" item, only a simple ladder. As for plans for the future, everything" is possible! We have so much stuff to do in the present that we're not thinking that far ahead, I can't confirm or deny anything solid. Thank you for the question!

*Not exactly 'everything' aha.