

June 21st, 2024: 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


These questions got 7 votes from the Super Patrons on Discord!

Íris Sóli:

Hiya! Apologies if this has already been asked, but what plans do you have for genetics? Especially personality wise and latent genetics.

Anna:

For now the plan for genetics is to be able to have dominant and recessive phenotypes, and other (basic) mechanics for inheritable traits. For instance, there is a very simple gene system for eye color that mimics the fact that you could have a blue eyed kid from two brown eyed parents. I don't think personality will be inherited but the personality of parents might still play a role in the kids life somehow!

 **Julii Lix:**

Question by Minakie ☹️

We saw how you can have items with different variants but without having a gazillion different items cluttering the build catalogue. I was wondering if we could have something similar in PAM. For example, having a top with different sleeve lengths, a skirt with different length variations, or having shorts that will transform into pants (or vice versa)

Léa:

We already have variations of some items in the PAM (for example hairstyles with or without accessories added to them) We already have variations for a shirt: with or without a tie, with a bowtie, with rolled up sleeves ... etc. We are not planning to offer variations on every item. At the moment we are focusing on making our catalogue fuller with lots of different options so that first time players can have a good experience even if they don't find the variation button in the Paramaker. We do like the idea and might choose to add more variations in the future since this system will be well known by everyone after the launch and the base catalogue will be sufficiently filled.

General questions

Domon:

When Para's doing an idle animation, will they stop instantly when the player commands them to do something, or will they finish it before listening to the command? I can see positives to both sides. Stopping immediately makes the game more efficient, but finishing the animation loop looks more natural. Which one do you think you'll go for?

Alice:

Hello Domon! Good question. In my opinion, stopping an idle would be ok because not much happens anyway. However, something more elaborate being stopped suddenly could look weird (like talking on the phone for example). Also, this is one of the reasons why we try to keep our animations as short and effective as possible, so if we need them to play entirely, the player wouldn't have to wait too long before their Para starts doing something else. I can't confirm anything right now, we will still need a lot of testing to see what is the best option!

Keera:

How do we see the whole process of creating a new item and adding it to the game? Like what modders could expect when creating custom content? I'm very curious to see how it works 😊

Chloé: The whole process could honestly be a Patreon post in itself! Maybe it could be an interesting post in the future. Otherwise, we will for sure release more information to help modders add items to the game closer to the game's release. I've got a pretty hefty guide internally already that could be useful 😊

WickedBrony:

What would you say the biggest takeaway of your build mode playtesting has been so far?

Alex:

People like what we did and would play for a long time if we let them. That's really encouraging! The other takeaway is that we should always continue playtesting because it gives many ideas for improvements and it makes us notice issues that we didn't see ourselves because we are used to playing the game.

Possible Assassin:

So we know that the games UI won't be moddable but will modders be able to add their own? Granted I know scripts won't be supported at first if at all but you know figured I'd still ask

Jérémie:

Adding new UIs? No, that won't be possible. Because all UIs are added and connected to data and functionality inside of the game engine (Unity), this won't be moddable. Content will be moddable, but the container won't be, hehe.

Domon:

Is there going to be any kind of recording from your presence at Comiccon for everyone who can't make it to Canada?

Alex:

We will only have a table with two computers for people to test an alpha version of the build mode. The game is not going to be featured on a panel or online during the event but we will probably take pictures to show you what it looked like in a future Patreon post!

Devs questions

Gui

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

Alex:

Hey Gui! Doing good, thank you :)

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

Léa:

Hello Gui! My week was good, thank you! I took a couple of day off to go visit Mont Tremblant 🌲🌲🌲

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

Anna:

Hi Gui! I'm good, thanks!

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

Alice:

Hello Gui, my week was good thank you! I hope you're doing well. :)

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

Jérémie:

Hi!

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

Sonia:

Heya! I'm doing good thanks!

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

Andrei:

Hey Gui! Played a show, went to see the Cirque du Soleil, enjoying the heat!

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

Chloé:

Hello! My week has been good, thank you very much!

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

Gab:

busy but good!!

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

Richard:

👍 I'm on vacation again.

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

Alejandro:

I had a week! I hope you are having a week too!

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

Charlotte:

Good good !! The moving out day is approaching so my room is full of boxes haha.

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

Lina:

Hi Gui! I went to see some friends over the long weekend! I hope you had a nice week too !

Kalamity:

How much wood would a woodchuck chuck if a woodchuck would chuck wood?

Chloé:

Google tells me that a woodchuck could chuck 35 cubic feet of dirt, and therefore could probably chuck the same amount of weight than the dirt in wood, which is around 700 pounds.

Sonia:

Woooooooooooooo ~ ~

Andrei:

A woodchuck would chuck as much wood as probably any average woodchuck would chuck in the woods

Alejandro:

Well it depends, if it's a tuesday then not a lot, but if it's thursday not a lot either. However, if it is saturday, still not a lot.

Kalamity:

Idea: Dogs and cats? What about 'Parapaws'! (Courtesy of 'ihateverticles')

Alice:

Cute! 🐶🐱

Alejandro:

Paraparrots? :D

Entirago:

The apocalypse (your choice) has happened and civilization has fallen. You need to rebuild. What is your chosen skill for rebuilding (whether you have it now or not)? I'm going with glassblowing, mostly to make containers for water purification, myself.

Chloé:

The apocalypse (your choice)...does that mean that "I" started the apocalypse? 🧟

I would probably do woodwork. Now, I can screw wood pieces together just fine, but I cannot guarantee the structural integrity of anything I build. I'm no engineer after all!

Alice:

Probably something related to food? Like agriculture? Or something that requires organization, I could help with that I think. 🌱

Léa:

Definitely carpentry, either that or gardening, maybe raising chickens on the top of a building?

Andrei:

I'm gonna have to go with hunting. It'll probably be useful at the beginning when we'll have to be moving and would give me an advantage against the zombies too

Charlotte:

Oh man, definitely foraging. It'll definitely come in handy for food and remedies, and it's a skill I've always wanted to have !!

Alejandro:

I would follow my long dream of being a black smith

Gab:

I'd love to be the one recreating local maps and work on the logistics of building a safe zone!!

冬仁:

Peanuts

Chloé:

Waku waku

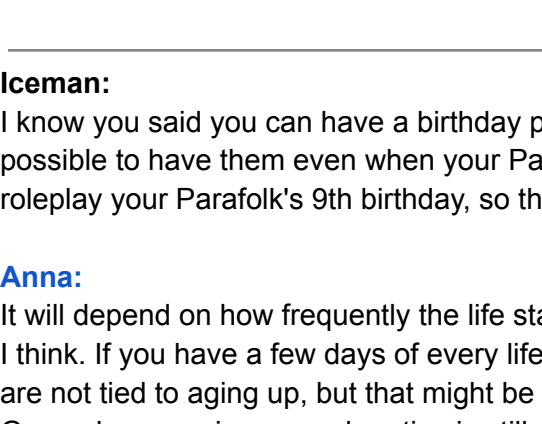
Sonia:

ㄟ_ㄟ

Andrei:

Cacahuatееееес 🥜

Charlotte:



These kinda peanuts? 🥜

Alejandro:

What Andrei said

Poutine Connaisseur Gui:

What is each named Paras we know so far favourite flower?

Andrei:

Maggie probably loves marguerite daisies!

Gab:

I don't know who but someone's favorite flower has to be lavender... and I'm not just saying that because it's my own favorite flower 🌸

:vini:

Hello there 🌞

I'd just like to take this opportunity to thank you all for your commitment in this wonderful project! In the community formed at #português, as you could see, we got to met one another and become good friends for the time we spend following the development of Paralives, and this couldn't been possible without your fantastic dream game getting shape and inspiring so many people!!

Olifamily attentively awaits to build our neighborhood inspired by our crazy lore XD

Chloé:

That's awesome to hear! :D I'm glad our community was able to bring people together and help forge friendships.

Léa:

That's so cool! I always get super emotional when I think of how much the game has already impacted the community and our lives, even before launch. It's truly magical! ✨

Andrei:

That's awesome!

Gab:

You too that's so cool!! So happy to hear that a community has built through the project 🥳

Charlotte:

Awww, so happy to hear that !! It's so lovely to see the community that has built around the game and that you made friends through it. ♥

Alejandro:

So grateful for the support and amazing story of friendships!

Entirago:

Keep up the good work, guys, and have a great week

Chloé:

You too ent! Have a nice one!

Alice:

Thank you Ent!! You too. 😊

Léa:

You too! Take care 🥰

Andrei:

Thanks Ent!!!

Charlotte:

Thank you Ent !! Same to you :-)

Alejandro:

Thank you!!! Have a great week too!

Poutine Connaisseur Gui:

You guys keep cool and safe!

Sonia:

Thanks Gui, you too!

Andrei:

Gotcha 🙏👍

Charlotte:

Will do our very best !!

Alejandro:

Cool, secret and safe

SarahTheSloth:

What are you doing to celebrate Saint Jean Baptist day?

Chloé:

I was awaiting the fireworks in my area, but most of them got canceled because of the bad weather! :(

Alice:

Meeting with friends! 🌟

Andrei:

Sleeping! ✨

Charlotte:

Slept in and mostly chilled at home.

Alejandro:

I did house stuff and gamed!

Live mode

tarheelgurl:

Will there be open grocery stores paras can go inside to shop at, and will clothing cost money in the game?

Anna:

Not for early access, that's for sure, but stores might come in a future update! Clothing won't cost money at first but it's possible that some outfits might, it's not completely decided yet.

Amor Fati:

question from Amazing_Star

So in the last dev chat, you said there are plans for non-creative hobbies / skills. Is there plan to have also some unusual hobbies, i.e. like blacksmithing or anything you can think of?

Anna:

There's no plan right now since we're focusing on more "basic" skills. We'll see in future updates which ones we'll have! Taking not of blacksmithing haha

lceman:

I know you said you can have a birthday party when changing life stages, but would it be possible to have them even when your Para isn't aging up like in Sims 1? Maybe you wanted to roleplay your Parafolk's 9th birthday, so they're not quite a preteen yet

Anna:

Will depend on how frequently the life stages happen and if the birthday parties are mandatory I think. If you have a few days of every life stage, sure you could have more "real" birthdays that are not tied to aging up, but that might be a little too many birthday parties!

Gameplay on aging up and parties is still a work in progress so we'll see how that works out :)

Build mode

Amor Fati:

Devin (and I, too) would like to know what categories all the build&buy decor icons represent.

Chloé:

Well, there's a lot of categories! Just to give you an idea of the scale, I created around 130+ icons, just for the build mode categories. I'd like to showcase all this in more detail eventually :)

If you are only curious about the decor section though, we have categories for frames, plants, cushions, rugs, mirrors, curtains... etc etc!

Amor Fati:

question from Faolitearna

will we have more than basic staircases? like modular stairs, or l-shaped stairs, or spiral stairs, or something like that?

Jérémie:

At some point, certainly! We decided to go with simple stairs to have at least something basic that works, and then we'll improve, add more options, probably during Early Access! Thank you for the question!