

Rain World Developer Q&A Session 10/29/2017

(Answers in brackets are from server staff)

Q: How much longer till the update is out?

A: James: Good question: we don't exactly know, lol sorry.

James: But it is d o n e and we're just waiting for localization etc and any last bugs to pop up

James: So soon I promise

Joar: Yeah it's really close! Just localization and QA and stuff like that

Q: Joar, question about the level editor!

I've found out how to add custom tiles but, is there any way to add ones that have random things or so like the glyph signs?

i don't even know where the glyphs are stored ;w;

A: Joar: if you want to do CUSTOMIZED random stuff you'll have to do programming

Q: is it possible to escape a paincone? (new throwable item seen in video)

A: we didn't show it in the vid but it releases you after like 5 sec, so it basically just creates an opportunity to do something mean

Q: is there only going to be local multiplayer?

A: Sorry, only local in this version

Q: how many new animals are there?

A: weren't going to reveal all the creatures before the update right? : : Yeah def. There's actually quite a lot of creatures you haven't seen

Q: Do slugcats purr?

A: ahaha slugcats are a distant and unknown creature. We really don't know all that much about them

Q: they'll be in normal play too, right?

A: Yeah like 99% of the content in multiplayer is also in single player

Q: Joar+primate, here's a question that i think i can ask for all the rw community. what is the texture of a slugcat? furry, or slick like a seal, or slimy like a slug?

A: It is about 30% slug and 70% cat, but naked cat

Q: Is there another new lizard type for me to tame?

A: Joar's added a crazy amount of stuff. Real talk I don't think I've even seen all of it

Q: Two questions I have for James are, how are your songs inspired and how did you record sounds for the game.

A: a crazy process! There's a couple of good interviews out there actually where I go in depth on it

(<https://www.theverge.com/2017/2/21/14685358/rain-world-game-junk-audio-soundtrack>)

Q: About how big is a slugcat? Like relative to a person?

A: That's actually an interesting one! Originally we considered some like "real life" looking stuff in the environments that set the scale, like doors and railings etc. But then we decided that if we made this completely alien world instead, the scale would be sort of nebulous, which just felt better. And that's where it is!

Q: Do you have any other types of lizards hidden away besides Leapzards? Will Leapzards come in more than one shade of blue, or will they not vary in details like how Mole Lizards are?

A: Hmmmm actually no I think? We kind of ran out of distinguishable colors! There's a lot of other stuff though, you'll see

Q: How many new creatures are there/how much new content?

A: This would be kind of a bummer to just answer (plus I can't! it's this big cloud of big and small things) but I'd say PRETTY SUBSTANTIAL

Q: Will there be any sort of alternate introduction/endings for the varying difficulties, or are they all essentially difficulty repaints of the same story?

A: Different stories for different slugcats. Some more than others obv.

Q: 1.5 isn't even out but are you guys thinking of making a 2.0??

A: Atm we're very much thinking of putting 1.5 out, haha!

Q: Any plans to re-release that ADORABLE slugcat plush?

A: Merch: Yes there's talk of that. And sanshee should have plushies! But our bandwidth has been focused on getting this update out

Q: Speaking of pole mimics, are pole mimics and kelp actual carnivorous plants, or animals that disguise themselves as plants?

A: The plant/animal dichotomy doesn't really apply in rain world

Q: Dropwigs look great! Will they be more of a hit and run predator? (dying easily)

A: Dropwigs are heinous, but they're not tough. They attack by ambush, obv.

Q: Did you purposefully not reveal any new creatures? (I don't think that's a bad thing)

A: Ah we did though! Cyan lizard, Dropbug, paincone.... maybe something more. But there's def more than that that we purposefully didn't reveal

Q: Will you add environmental hazards like acid or toxic compounds or even radioactive materials?

A: Everything is acid or toxic or radioactive in RW

Q: During the devblog I believe yall asked for bug crash files. During speedruns I faced every crash imaginable. Did you guys still need them?

A: Actually crash files don't help me as much as just save files close to the issue. I need to reproduce 'em to squash 'em

Q: About the pups again, we saw the vids of you guys having previous gameplay of that, what did you guys do to do it? store it away?

A: (I believe that wasn't ported over when they moved to unity)

Q: So just to follow up with the save file question. I've found running through 3-4+ regions without closing the game will cause it to become very unstable. This will always cause a crash, so when that happens take that save file to you?

A: This is because memory garbage buildup. That should be SIGNIFICANTLY better in this build, together with regions screen crashes

Q: With the update, is it easier to intergrate the mods like alt slugcats, daddyskies, ect into the game? or is the steam workshop only going to be for level design?

A: Haven't done anything to specifically make modding easier, but not to obstruct it either! Ya'll will be able to keep going as you have, just with some more stuff to work with!

Q: Are noodleflies tameable AND rideable, are noodleflies edible?

A: You're going to have to discover this for yourself

Q: Do you think the update makes the world a little easier, a little harder, or more complicated for slugcat?

A: Yellow is easier. White is more or less the same (wanted to keep the classic experience), but with a few additions sprinkled in. Red... whew. Get ready.

Q: How hard is hard mode compared to regular or easy mode

A: 10000x

Q: Can I be nosy enough to ask how I could do this? I'm sure it's in the code somewhere but it'd be very time consuming to look without any leads.

<https://cdn.discordapp.com/attachments/291184728944410624/374295565976076298/GracefulGranularDromedary.gif>

A: There might be some commented out code in the "Room" object. Otherwise, it's super straight forward, spawn creatures, on every frame pin their BodyChunks to a position. Hook up rotation to the mouse or whatever

Q: Is there an incubation mode included that allows u to just watch creatures interact with one another? Or is that the multiplayer mode?

A: This will be possible in multiplayer mode

Q: Has the game been optimized? And if so, in what things?

A: yup. Memory leakage, mostly.

Q: How big is the update (in mb)?

A: Not big. It's a little bit of art, but mostly months of code, which ofc weighs nothing at all

Q: How do slugcats reproduce? are they hermaphrodites? do they lay eggs?

A: Slugcat reproduction I know very little of... They have children, we've seen as much, so I'd assume something mammal-ish? I'm sure there's slash-fic out there somewhere if you want some detail.

Q: Why is the menu so laggy? Are there a lot of processes going on there, and if so why did you choose to run all of those processes in the menu?

A: Most likely because your graphics card is struggling with the many layers of sprites? Don't know for sure though, haven't seen the issue myself.

Q: Previously, James had said that the pre-release version of rainworld was far more difficult. I asked on twitter and he mentioned that that meant more enemies, harder ai

A: Ah yeah, we had some heinous versions... had to trim it back a little. Sort of the point of Red [Slugcat] is to have some of those original visions have a place in the game

Q: I was wondering if there was a creature (that you've shown) which you find the most challenging to overcome?

A: Dropbugs are horrifying haha! They sit in a ceiling and pounce. But there are far worse stuff in the unannounced bunch. You know there are 3 slugcats right, and Red is basically the hard mode. So in there you'll have a lot of horrors coming your way. I've basically tuned it for my own skill level (to be juuuust possible at my skill level) and I've played a few years haha, so I think it's gonna be a challenge

Q: Can you play multiplayer by yourself, if you don't have any friends around?

A: Yeah def. It's actually set up specifically to double as sort of a challenge mode / practice tool for single player

Q: Will there actually be a bigger creature than the leviathan?

A: not BIGGER but definitely BADDER. Also GROSSER. The gross is crammed to eleven with some of these guys

Q: [regarding new creatures] anything that you'd hesitate to approach with a spear and rock?

A: Yeah there are a few things where a spear and a rock won't take you all too far - scavenger fire spears generally do the trick though.