

September 12th, 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!

Ozymandias:

Is there a quick way to focus the camera on a specific played Para?

Jérémie:

Howdy! You can certainly do! There's the option to middle-mouse click on a character's thumbnail and the camera will zoom out to them and stay focused there!

criminal bin chicken moustache:

would you ever consider releasing an art book for paralives? there's been a lot of really cool concept art and stuff over the course of development i think it would be really cool

Chloé:

That would be cool! Although I think us artists would find the sketches we've made wayyy too rough to make an artbook with ahah. A lot of them we do quite quick since we don't have the time that some other games do to conceptualize things. But it could be a fun idea!

🎮 General questions

Amor Fati:

Helo devs, a question from Tats. How will the free Parralives soundtrack upon release of the game work? I would particularly prefer it not to be only available on Steam, because I'd like to be able to listen to it at work.

Alex:

Hi there! We still haven't decided yet how the soundtrack will be made available to Patrons for the reward. It's very likely that we will be sharing a link to download it directly. Thanks!

Amor Fati:

As a second question, wrt the soundtrack, would it maybe be possible to release the soundtrack for non-patrons to buy, if they so choose?

Andrei:

Great question! There are still no concrete plans for how the non-patreons could get the soundtrack after the release! I'd love it if we could make physical copies of it in the future, like CD or Vinyl. It would definitely be way better than listening to it on streaming platforms.

ashpachem:

are there plans to include hip-hop as a radio genre? :3

Andrei:

Yes! That's one of the very next genres I'll be adding to radio after Early Access! Can't wait!!!

Silent:

What size will the signed poster be? >>>

Gab:

still being decided! we'll let yall know more when we've made a decision ☺

👉 Devs questions

Gui

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

Alex:

Hello Gui! I'm okay! Very busy this week as well!

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

Léa:

Léa is away!

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

Anna:

Hi Gui!

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

Alice:

Hey! I'm doing well. I've been bugging Alejandro and Richard a lot lately for their help with some technical animation stuff. I feel a little bad, but it's worth it!

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

Jérémie:

hi

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

Sonia:

Hey, I'm good thx! Just got back from vacation!

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

Andrei:

Been locked in working a lot on voice overs for the game!

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

Chloé:

Hello Gui! I am good, I've been drawing a lot these days in my spare time, it's been years since I've been this obsessed with drawing, eheh.

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

Gab:

Good thank you!

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

Richard:

I'm good :) It's canning season! Pretty busy!

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

Alejandro:

I had a week! I hope your week was better than a week!

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

Charlotte:

Hellooo! Been doing good :-) Excited to hear about the upcoming Hades 2 1.0 release !

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

Lina:

Hi Gui!! I'm doing good!! Autumn is almost here! 🍂

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

Émilie:

Hi Gui! I'm alright, a little tired this week. Hope you had a great week!

Gui from the House of Gravy:

What is this week achievement?

Chloé:

I finally did the (redacted) that I've been dreading doing for the game!

Alice:

Our Paras (of any height) can now sit accurately on every type of chair! Yay! 🎉

Andrei:

Sleeping

Ent Moustache:

I don't want to be too silent, so I'll just wish you all a great week

Chloé:

Thank you Ent! Have a great week yourself!

Alejandro:

Thank you, have an amazing week too!

Alice:

Have a great week Ent! 🍷

Andrei:

Thanks Ent!

Lina:

Thank you Ent!! You too! 🍂

Charlotte:

Aw, thank you Ent, wishing the same for you !! ✨

loeman:

No questions this week. Just dropping by to say we're all rooting for you and Paralives's success 🍀

Chloé:

Thank you!!

Alejandro:

Thank you hehe!

Alice:

🍀❤️!

Andrei:

You're a real 🍀

Lina:

Thank youuuu! 🍷

Charlotte:

Thank you so much !! 🍷

Gui from the House of Gravy:

Alejandro, impressive map of Montreal Metro's lines! Good job!

Alejandro:

Thank you! It took me around 4 months to finish, of course with on and off times, so around maybe 40 ish hours of work, I am happy with the end result!

NebulaDreamer:

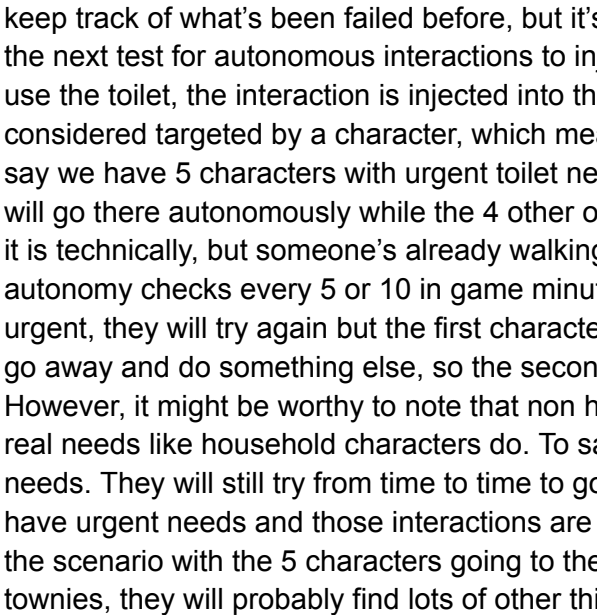
Any update on your knee, Alice? Just if you're willing to share, and it's not too invasive?❤️

Alice:

Hiii, thank you for asking! It's still not great, but I have an early appointment tomorrow morning. I hope it will magically fix everything. 🍀🍷❤️

satomistache #1 crimeFest fan:

what's your favorite thing about rats?



Chloé:

I like their little snoots!

Alejandro:

They cook delicious meals!

Andrei:

Rats make me crazy. Crazy?

criminal bin chicken moustache:

we havnt seen babysitter miki for a while what chaos is she causing?

Alice:

Hahaaha, I recently saw her testing chairs. 🍀

criminal bin chicken moustache:

early access is so close now the more gameplay we see the more real it's feeling!!! there's always been a huge gap in the market when it comes to sims-like life sims and not everyone has made it to the finish line (rip lby 🍀) how's it feel to be probably one of the first indie studios to make a sims-like life sim!? i think the timing worked out well people are looking for variety in the genre and are excited to try something new

Chloé:

Exciting, stressful, and scary! The fans of the life sim genre have a lot of expectations, which is definitely "terrifying". Other life sims like ours on the market were made by big companies, with hundreds of people, and people still have gripes with them; as a small team of 13, we are making the best game we can! But obviously, we don't have the means of production that a big company would. Paralives is a big endeavour for a small team! I hope players will be able to play and help us grow into the experience they wish for, and not expect perfection from the get go ♥️Can't wait for y'all to get your hands on the game!

Alejandro:

For sure it is exciting and scary, and we hope you can continue working on the game to make it the best life sim experience, I hope other indie studios can join the market at some point, more competition is always great! Also, same as Chloé!

Andrei:

We just locked in

Awerlu:

Have you ever cosplayed?

Alejandro:

I have, I did David Martinez from Cyberpunk: Edgerunners, not great so I won't show photos lmao but I did the hair lines and everything

Chloé:

I have! I've been meaning to get back into it, but cosplay is so expensive, and making props is time-consuming too, ahah. Maybe one day, I'll cosplay Miki...?

Alice:

Nop, except if halloween costumes count? Last year I dressed as Kim Possible and Lina did Shego haha.

Andrei:

Did Tengen from Demon Slayer 2 Halloweens ago with the swords and makeup. I sometimes use parts of the costume for shows with my band hahaha

Lina:

I've always wanted to!! But like Chloe said it's very expensive and time consuming!! But I made a little costume for a renaissance fair a few weeks ago!!

WickedBrony:

How's playtesting with your friends going?

Jérémie:

It's going well! Very encouraging stuff.

NebulaDreamer:

Funniest or best experience when play-testing Paralives?

Jérémie:

Seeing the characters, houses and little stories our playtesters are making in the game right now is real neat! :doggosparkles:

🌱 Live mode

ocelot:

Will there be school field trips? (Like to the museum or lighthouse or castle/hiking areas)

Anna:

Not for now but that could be a cool idea to implement as a future update!

ocelot:

If I choose a color between blue and black on the color wheel when choosing a hair color, like a really deep blue, would that default to genetically "black" hair, since that would be the closest natural color, or would a natural hair color be chosen at random for genetic purposes?

Anna:

It's hard to answer precisely, it is going to get the color closest, so if blue is the closest it will consider it unnatural hair and a random natural color will be picked. It really depends of how blue it is, if it is subtle and looks mostly dark like our black swatches it should be considered closer to black!

Joy:

Sometimes I like not choosing for my characters and letting them have their own lives and so when there's a choice, I like to randomize it. My question is simple: are there a lot of "randomize" buttons whenever we have a choice in the game? (I'm mainly thinking about Together Cards and the work promotions)

Jérémie:

There are a few randomize buttons in the PAM but not really in the live mode, no! It could be fun to add them in the future, but right now the player must make these decisions.

satomistache #1 crimeFest fan:

routing question! how many times will a para attempt to do something before they throw path failure? if for example they have friends or family over and several paras decide to go to the bathroom at the same time and now they've crowded the bathroom and everyone's yelling because they can't pee - how will the game handle those sort of situations?

Anna:

It depends on what brought them there! If it comes from the autonomy, the characters will not necessarily retry interactions that had been failed before specifically, because autonomy doesn't keep track of what's been failed before, but it's an urgent need, it will probably come up again at the next test for autonomous interactions to inject. However, when the first Para decides to go to use the toilet, the interaction is injected into their interaction queue and the toilets are considered targeted by a character, which means no other character will try to go there. Let's say we have 5 characters with urgent toilet needs and just one toilet in the lot, a first character will go there autonomously while the 4 other ones will not detect that a toilet is available (even if it is technically, but someone's already walking towards it!), so they will not do anything. The autonomy checks every 5 or 10 in game minutes if it can do something, so if their need is still urgent, they will try again but the first character should have finished at some point and should go away and do something else, so the second character will go, etc! However, it might be worthy to note that non household characters will not really listen to their real needs like household characters do. To save up some performance, we do not update their needs. They will still try from time to time to go to the toilet or eat but it's a bit fake, they don't have urgent needs and those interactions are considered regular idle interactions for them. In the scenario with the 5 characters going to the toilet at the same time, if 3 are neighbours or townies, they will probably find lots of other things to do because they don't "really" have to go to the toilet, so they wouldn't really cause that much of an issue. I hope all of that makes sense!

Ozymandias:

Can Paras gain body/facial hair when aging up?

Jérémie:

Not automatically, no. I know some people would love that, but some people might prefer to be able to have the choice to give facial and body hair manually to their parafolks as they grow up, so I think it's the better option. That's the direction we're taking right now. Thank you for the question!

ocelot:

Can paras write books?

Jérémie:

That's not possible at the moment, no! If it's not something related to the skills we've talked about, you can assume the odds of gameplay systems around an activity are lower. As I've said in the past weeks, we have some one-off interactions here and there, but no big mechanics on things that aren't skills. Thank you for the question!

Silent:

How high can paras grow their skills? For example, can they just keep leveling their fitness skill forever, or would it be capped at a certain level?

Jérémie:

The maximum level is currently 20, you can't raise a skill past that level. We might tweak the level up or down depending on the amount of cool things we think we can do with them!

🏠 Build mode

satomistache #1 crimeFest fan:

do objects in the same group have different impacts depending on their quality or other features? for example, will one couch be more comfortable than the other and some fridges impact the quality of the meal differently? that sort of thing

Jérémie:

Items currently almost have the same functionality as one another, there might be slight differences on the amount of water or electricity an item uses (for appliances), but we do not have concepts like "comfort" or "style" in the game. It's something that we would like to do, but we'll see when/if we get around to it!

🔨 Paramaker

Joy:

And still on randomize buttons: it might have changed but in the gameplay overview video, when creating the personality of the Para, there was no "randomize" button. Would it be a feature you'd consider?

Jérémie:

Howdy! Thank you for the question. There are randomize buttons for the whole personality and for every individual personality section, so you can randomize the whole thing, or just the Vibe, or Talent, etc.

Ozymandias:

Will the hair texture category (as in straight/wavy/curly/coily) of specific items (like head/facial/body hair) be visible in Paramaker?

Sonia:

It's not at the moment, only the length or if its tied is used for categories. Maybe later we'll add another way to display them with a tag to only show straight/wavy/curly/coily in each category!