

# March 1st, 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/](https://www.patreon.com/alexmasse/) for details.

## ☀️ Community's choice question

*This question got 7 votes from the Super Patrons on Discord!*

**FrozEnt:**

Do you think Parafolk would be able to work some jobs remotely? Would they occasionally run into technical difficulties when/if they do?

**Anna:**

It's not planned for early access, so it's hard to say!  
I don't think we would go into that much detail if we ever allow our Paras to work from home, but that's just my opinion!

## 🐿️ General questions

**Domon** 🐿️🐿️🐿️🐿️🐿️🐿️:

Was the Gameplay Reveal video recorded when roofs were present, or is the lighting and shadows on Paras inside the cafe, gym and Anisa's flat a natural light from the sun/moon?

**Alex:**

For the recording, we removed the ceilings and roofs so the shadows are from the light of the sun or moon. We often do that because we haven't tweaked the interior lighting yet

**Amazing\_Star** 🌟🌈🇧🇷:

Other question that came to my mind while writing the first one is about traveling around town in early access. There won't be cars, so how much this will affect the design of town considering Parafolks would have to walk everywhere? Would it be rather small town you would expand in future updates (and therefore even shaping the layout for lots differently once you have cars) or will you try to make definite layout even though it would take a while for Parafolks to get to their destination?

**Alex:**

The current plan is to make it a walkable town meaning that it will be somewhat compact to avoid loooong travel distances. When we add cards later on, Paras could use them to move around a little bit faster.

## 👋 Devs questions

**Gui**

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

**Alex:**

Hi there! :)

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

**Léa:**

Hello Gui! I'm doing great, I hope you too 😊 I've been experimenting with bicolor knitting in my free time and it's really fun

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

**Anna:**

Hi Gui!

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

**Alice:**

Hi Gui! I'm doing great, with the great weather lately I feel like it's almost time to be able to chill in parks and I can't wait. :D I hope you're doing well too! 🌞

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

**Jérémie:**

Jérémie is away this week.

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

**Sonia:**

Hey, i'm doing good thanks! My week was nice, its getting warmer

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

**Andrei:**

I'm doing well! Got some shows coming up and enjoying life in general

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

**Chloé:**

Hello! Week has been great, I have been playing the new Final Fantasy non stop, and it's lots of fun!

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

**Gabriele:**

It was really good, I'm very excited to have signed the lease for my new apartment!! 🏡

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

**Richard:**

Hello. Great week thanks :).

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

**Alejandro:**

I had an amazing week despite being still sick, I hope yours was just as amazing!

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

**Charlotte:**

Hey hey ! :-) It's been good, doing lots of apartment hunting and hoping to find something !!

**Poutine Connaisseur Gui:**

I highly recommend you guys to get Helldivers 2. The server issues have been fixes mostly, they upped their capacity to 800 000. The game is so much fun, even when playing with randoms or by yourself

**Alejandro:**

I am planning to play it with my friends I just need them to get it too

**FrozEnt:**

What's your favourite amenity from the office?

**Alejandro:**

Those christmas puppets 🎅

**Alice:**

SNACKS

**Sonia:**

SNACKS

**Chloé:**

My lovely colleagues :)

**Léa:**

SNACKS (and my colleagues)

**Anna:**

The rabbit plush in the meeting room (it's soft)

**Gabrielle:**

Anna holding the rabbit plush in the meeting room (it's cute)

**Andrei:**

Probably the photo wall that Alex did at the entrance

**Charlotte:**

It's always lovely to see my fellow colleagues and chat with them !! :-) The snacks are always a plus too ahaha.

**SarahTheSloth:**

Once the early access is done what would you love to put in the game?

**Alice:**

I would love to be able to add lots of wild animals in the world, living their little lives. 🌟

**Sonia:**

More fantasy outfits and accessories!

**Chloé:**

More culture-specific build mode items and furniture!

**Léa:**

Chicken and crows 🐔 🐣

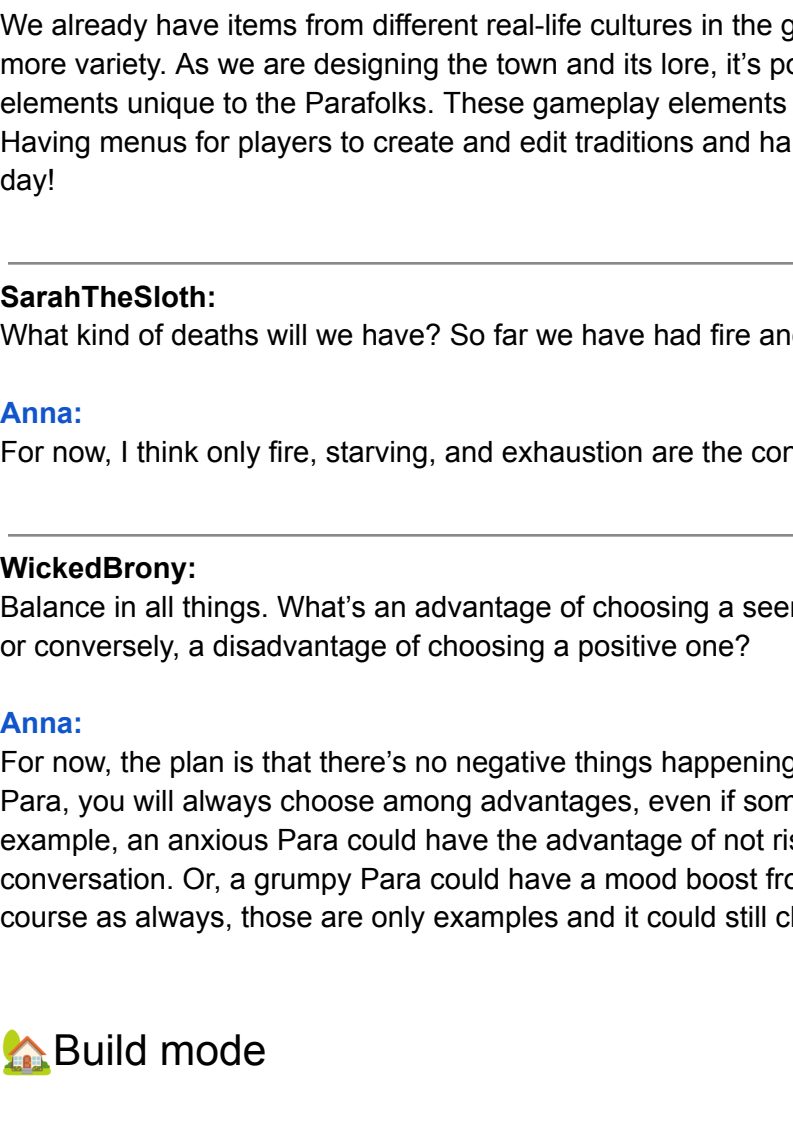
**Andrei:**

Hihihihhi it's a secret 😊

**Poutine Connaisseur Gui:**

Function or aesthetics? Or both?

**Alejandro:**



**Chloé:**

Both!

**Léa:**

Both!

**Alex:**

Taste

**Charlotte:**

Both for sure!!

**Iceman:**

For the new premade Parafolks like Anisa, what are their springtime plans?

**Chloé:**

I think she would love a picnic where musicians gather, eat good food and play music!

**Léa:**

She is going to play guitar in a park with their friends

**Andrei:**

Summer jam and busking in downtown streets with friends!!

**Gabrielle:**

I feel like now that her apartment is all set up, she might be looking forward to the opening of the flower markets and get some plants for her home 🌱

**WickedBrony:**

What is a useless but fun fact about your favorite premade Para? (Can be from a meta or in-game perspective.)

**Andrei:**

Jason and Sofia were originally created just to test the language brainstorm. Never thought the team would like them so much as to keep them in the reveal video.

**Léa:**

Most men created recently are made starting from Jason or Sebastian 🌟 It's hard to reach their perfection tho 😊

## 🌱 Live mode

**Amazing\_Star** 🌟🌈🇧🇷:

So I don't know if this was answered already; how do rabbitholes work for other careers that are tied to a place you will likely not have in a game? The example would be game developer career - they will just disappear at front of their house?

**Anna:**

For now the plan is to have every company's lot in the town (there might be generic looking offices that act as a rabbit hole for a lot of careers), but if that changes maybe we'll make them disappear at the end of the map (as if they were going out of town), that would make more sense I guess! We'll see if this happens though.

**Amazing\_Star** 🌟🌈🇧🇷:

Lately I have been playing Crusader Kings III and it has such a depth, including it's culture system; it has such in-depth customization as you can pick various habits, traditions and create your own culture. It made me think if you could approach culture similarly, i.e. customize own culture with dishes, cloth attire, traditions / habits. It is obviously not something to be expected in EA, but I do wonder if you already thought about something along this as you had whole survey around cultures. I also understand you don't want real life cultures, so having option to customize your own would be such useful thing, especially if your family tree has multiple branches & you would like to keep some things automatically (like hijabs or form of greeting)

**Alex:**

We already have items from different real-life cultures in the game and we plan to add more and more variety. As we are designing the town and its lore, it's possible that we create cultural elements unique to the Parafolks. These gameplay elements should be editable by modders. Having menus for players to create and edit traditions and habits could be a nice addition on day!

**SarahTheSloth:**  
What kind of deaths will we have? So far we have had fire and starving.

**Anna:**

For now, I think only fire, starving, and exhaustion are the confirmed deaths!

**WickedBrony:**

Balance in all things. What's an advantage of choosing a seemingly negative vibe for your para, or conversely, a disadvantage of choosing a positive one?

**Anna:**

For now, the plan is that there's no negative things happening when you choose a vibe for your Para, you will always choose among advantages, even if some vibes appear as "negative". For example, an anxious Para could have the advantage of not rising up the "awkward" stance of a conversation. Or, a grumpy Para could have a mood boost from declining an NPC's initiative. Of course as always, those are only examples and it could still change!

## 🏠 Build mode

**Domon** 🐿️🐿️🐿️🐿️🐿️🐿️:

So in the gameplay reveal we've seen a lot of objects with text in English. The menus, graffiti, names of the shops. Do you think they'll be translated to other languages or will the game in other languages still have objects with English on them? Or do they work like the Christmas stockings/graves, so we can actually customise what's written on them?

**Chloé:**

Hello! To answer your question, the text in the game isn't editable on most items. They are written within the items' textures, so the only way to change it is to modify the item itself. It is not planned to translate those for the time being. It would be quite a task in itself to translate everything in more than one language! We chose to have the text in English because we believed it fit with the game's setting. We even considered French! Some games like Ni No Kuni or the Final Fantasy 7 remakes have set language on the world's items that is chosen based on the game's setting. Even if you play in a language that isn't the one you see in the game, it's not really jarring as it fits quite nicely with the world itself :)

**Iceman:**

Will staircases support rooms built underneath? Like a guest bathroom. Or a bedroom for your pesky nephew \*\*

**Alex:**

It's possible to place objects under stairs so something like that should be possible, yes! However, characters won't be able to crouch to walk under stairs if they are not high enough

**Ev:**

I have silly questions.

1. Have you considered any kind of standing desk/ drafting table
2. Are small appliances, like a microwave going to be locked to a certain surface like counters? Or can I live my best single man's first apartment life put that thing on a folding table, sit on the floor, or if I'm fancy, the camp chair I stole from my para dad and call it a day?
3. Same thing for computers too, really. Will they be locked to their "proper" surface locations, or can I put it on a dresser haha

**Alex:**

1. Not for the initial release, no. But it could be nice later on!
2. Haha! It's still unsure if microwaves will be usable regardless of where they are placed because we have to work on that in the coming months! When sitting at a table, you will need a chair and won't be able to use the table while sitting on the ground.
3. The challenge is to adapt the animations. If the computer is always at the height of a desk, it's easier for us to do animations around that height. If the computer is placed on the ground or high on a shelf, the animations won't work anymore so we would have to do many new animations for these cases. For this reason, computers will probably only work on tables and desks for now!

## 🐿️ Paramaker

**asoci.alex:**

hi, are you going to add to the game different types of hajib? (although not in the early versions of the game) I was asking myself as you said you will not add religions and I would like to know if these religious symbols are part of your plan.  
I hope you will have a good week!

**Sonia:**

We don't have another Hijab planned for now but there are other religious symbols such as a turban planned! We don't have religions in the game, but we want to offer players a way to represent themselves physically accurately.

**Domon** 🐿️🐿️🐿️🐿️🐿️🐿️:

Do you think of hiring an intern like Javi to help you with adding more PAM assets, since they are a bit trickier and longer to make because of deformations, clipping with body, respectful representation, animation on hair and dresses/skirts?

**Alex:**

We are not planning on recruiting more people on the team before the release. According to our schedule, we will be able to finish the Paramaker content that we wanted for the initial Early Access release. It's possible that we will hire more artists or intern artists after the release though.