

# September 17, 2021: Paralives Developer Weekly Chat

This weekly chat is held on Discord for Hero and Legend tier patrons every Friday for an hour. Visit [www.patreon.com/alexmasse/](https://www.patreon.com/alexmasse/) for details. Thank you to the editors: WhiteLuna and TheElusiveFemaleAssassin on Discord

**@Sebastian's Ransomed Glowup:** What are your opinions on having parakeets as pets in-game?

**Sonia:** I'd love that. They're so cute! We prioritise Cats, Dogs and Horses but we could add birds in a later update!

**@Gui:** Hi Alex! How are you? How was your week?

I'm good, thank you! I was on vacation last week and this week it was back to work.

**Alex Massé:** It went well, nobody deleted the project while I was gone!

**@TheElusiveFemaleAssassin:** Happy Friday, all! Have any of you read "Project Hail Mary" by Andy Weir, and if so, what were your thoughts on it?

**Étienne:** Sadly no! I did read *The Martian* by him and I loved it! I should probably check Project Hail Mary too, it's also science fiction :D

**@RipRap:** Good morning everyone! Hope you guys are finding everything great so far, I have a question about clothing though since it's being discussed right now I. The brainstorm session. How many general pant styles are we going to have in the game?

**Sonia:** Hello! We're doing research, brainstorming and lurking in the channels to figure what kind of clothing we need to prioritise, so I can't give you an exact number right now. I can tell you that our goal is to have a good variety of pants (and other clothing pieces) to be able to represent a good range of clothing style and aesthetic!

**@Gui:** Hi Étienne! How are you? How was your week?

**Étienne:** Doing good! Slightly exhausted from my LARP event last weekend! Got to brew potions as an alchemist hehe

**@Riza:** Do you guys have any favorite pieces of furniture, decorations, clothing etc that you are planning to get into the game?

**Sonia:** Definitely curly hairstyles. And one of those round chairs, I love them!

**@Cosmic Dancer:** Good day to you all! This one is for you Alex: Before all of this began – the development, the team, the growing community – what were your main goals when wanting to create a new life simulation game like this? In other words: What visions for the game were the most fundamental factors that lit your creativity to that point that you finally realised: “I’m gonna do this!”. Hope the question made sense.

**Alex Massé:** Hi @Cosmic Dancer, good day! I've always been playing The Sims and other simulation games. I've been making games for a long time as well and always wondered why there are no other games in the genre. I knew that it might be because it's a very big and ambitious project to create. When I quit my job to start working on a game of my own, I played with different ideas and a life sim was one of them. I really started to focus on that project when I realized I had a ton of ideas to make a flexible and fun build mode. I made some quick prototypes and it seemed really fun. After that, more ideas came for innovations regarding characters and the simulation mode so it became more and more of a real project!

**@CatchyVirus:** Hey everyone, this is my first dev chat, so I’m very excited to be here! My question actually comes from FlySpots. They wanted to know if Paras will be able to have individual bank accounts or will it be a shared household one? Thank you!

**Étienne:** Hello Catchy Virus! It is planned that the money will be **by household**. We studied the idea that it is per Para, but things get complicated the more you think about it. In the build mode, who's paying for the furniture? We would need a system for giving/lending money between Paras, etc...

**@Dei:** Hey team! Now that spooki season is getting closer do you have any plans to do another Paractober or similar? It was a lot of fun

**Léa:** Without Christine to organise everything it could be hard for us to organise another Paractober, I hope we will be able to do something though. I loved seeing everyone's art! Maybe a smaller one just for the end of the month? Feel free to give us ideas of what you would like us to do!

**@TheElusiveFemaleAssassin:** When creating assets for PAM, will you try to give males and females closer to a 50-50 ratio of assets when compared with The Sims?

**Sonia:** Clothing won't be gender-locked. There's a lot of items that can't be considered feminine or masculine, like a basic shirt or a jean. We'll still have more feminine or masculine inspired outfits and try to balance both to have enough choice for every para

**Entirago:** So, possibly a crazy thought, but I know making non-live-in family members in PAM has been requested before.. if we can do that, could we invite those family members for a visit... or could they invite themselves for added drama?

**Léa:** Oh at this point I just imagine Seb's evil twin coming to town and causing a lot of drama like in a Telenovelas (I'M KIDDING HE DOESN'T HAVE A TWIN) More seriously, it could be really fun to add some family gameplay, inviting grandparents for the Holidays, having a distant uncle invited to the wedding.. It could be really nice!

**@BisexualBilingualBear:** Have you guys tried my time at Portia? It's my new obsession

**Sonia:** No but it looks great! I think I know what I'll do this weekend

**@Entirago:** The vacation poll last week led me to come up with a gambling/resort town (as an off the map rabbit hole). We could call it Paradise?

**Étienne:** *Paradice* OMG such a good name, impressive no real casinos are named that! We don't have Casinos confirmed, but if it happens I'm definitely gonna enforce that name!

**@TheElusiveFemaleAssassin:** Do you think we'll have options for dressing babies? I would love a headband-with-a-bow accessory for the girls.

**Léa:** We want to give you clothing options for babies and toddlers too, and like the rest of the PAM it won't be gender-locked!

**@Gui:** Hi Léa! How are you? How was your week?

**Léa:** My week was great thanks! Worked on creating Body Hair for the PAM, it was super fun! I hope you had a great week too!

**@Riza:** Will we get to see some screenshots from the PAM progress or is it mostly "behind the scenes" stuff?

**Alex Massé:** We'll most likely show screenshots of some of the new features of the Paramaker in Patreon posts soon

**@Gui:** Hi Sonia! How are you? How was your week?

**Sonia:** Hi Gui. I'm good thanks! I had a pleasant week, still learning how to move with rollerblades without losing my balance but we're getting there

**@Dei:** Hey team! What aspect of game development is often much harder than people think it is?

**Sonia:** Hey Dei! I'm gonna answer in my field of expertise, and I'll go with the UVs! For those who don't know, when we have a 3D model, in order to be able to place texture on it you have to lay down the 3D on 2D plane by cutting it. This plane is called "UV" (see the santa image) We had soooooo much back and forth to make it work and have a good texture quality on the parafolks. Thankfully we now have a good base to work with so it'll be easier!



**@Cosmic Dancer:** Do you see it being a pretty little harbour in town, with some old sailboats perhaps, and a couple of old fishermen fixin' their nets, having a tale or two to tell, selling fresh fish they've just caught

**Léa:** We haven't taken any decision concerning the town of our 1st World, but it could be really adorable to have a small harbour! I think it gives a lot of personality to a town! I

like the idea of shopping local and to go see them to buy fish or have advice to catch them yourself!

**@CatchyVirus:** I've been playing Eco a lot lately. Have you ever tried it?

**Étienne:** Sadly none of us tried it! It looks nice though! The aesthetics remind me a lot of Terra Nil, a reverse City-building game where you bring nature back on a desolate land!

**@TheElusiveFemaleAssassin:** Will you give socks to toddlers and babies? I'm not above begging.

**Léa:** We are not monsters. Can we really let those small angels with their bare feet during cold seasons?

**@Dei:** Hey team! Because I'm getting excited about the change of seasons, what are your favourite aspects of fall you'd love to see in the game?

**Étienne:** The actually livable temperatures!!! Also the orange trees! So beautiful!

**@Entirago:** Oh, hey Sonia, before I go, I just want to say I gave Ahmes a try! I really enjoyed the vibes, but I haven't had enough time to play it through in one sitting yet.

**Sonia:** Ooooh! Glad you enjoyed it! We had soooo much more ideas for the game, but we never have enough time

**@Gui:** What is your plan for the week-end?

**Léa:** Playing video games with my friends, going out to roller skate and watch the last season of Lucifer

**@Riza:** Last question from me: What is something you are REALLY looking forward to work on? Have an awesome weekend :Huggle: :Huggle: :Slimecatlove:

**Sonia:** Thanks, you have a good weekend too! I can't wait to work on cute clothes for toddlers!

**@TheElusiveFemaleAssassin:** Can kitties hide in small/high spaces where Paras can't reach them?

**Léa:** I really want them to sleep on my Paras bookshelves! I hope we will be able to add those type of details for cats!

**@TheElusiveFemaleAssassin:** When will you announce the name of the first town?

**Léa:** Doggo Town (for legal reasons, this is a joke)

**Alex Massé:** The more we work on the town, the more it will start to look like something and I'm sure we'll find a good name that fits then! Still too early for now though

**@Cosmic Dancer:** Today I got to try the game: "Behind the Frame – The finest scenery". Beautiful story, artwork, music and ambient sounds. Highly recommended if in need of even more inspiration

**Léa:** Anna talked to us about it and we need to try it for sure! The Art Direction is stunning!

**@TheElusiveFemaleAssassin:** How's the progress on personalities? ^-^

**Jérémie:** I think some design was done, but we've focused way more on the character's appearances recently, so not much to show in that regard at the moment