

# April 22nd, 2022: 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 1PM to Monday 1PM 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 3 votes from the Super Patrons on Discord!*

### ShadowRose:

Is there anything you can tell us about how the family tree will look or how detailed you intend to make the family relations;

To use an example, will there be the option to set relationships in PAM to something like "Half sibling" or step family and would that be accurately translated into the family tree if there is to be one?

### Alex:

It's hard to confirm anything regarding the family tree right now because it is something that we will work on when we will be further down the road. What I can say is that I would like the family tree to be as flexible and as complete as possible but it's possible that we run into some challenges while developing it so I can't promise much yet other than that there will be a family tree! Having half siblings or a step family that are visible on the family tree would definitely be a great thing to have.

## General questions

### Possible Assassin (Ny):

Kinda a difficult question

Where do you all stand/what's your plan when it potentially comes to future modders charging people money to play with mods for your game?

There has always been a problem within a few game communities where they'll make mods for the game but will keep them behind a payroll of some form essentially kinda mooching off of the actual game.

### Alex:

If I'm being honest, I haven't put much thought into the question yet. It is definitely something that we will have to think about further. One thing for sure is that nothing will block people from selling their mods on their own Patreon page or elsewhere because there's nothing we can do to prevent that, even if we wanted to.

### LokiTheShadySpirit:

I was reading through the dev chat from last week and read the question about smiles from "possible assassin (ny)"

You said you use the same "patient zero" for all animations. (Wich I did already know).

But it made me wonder. Since children are so much smaller then adults, To me it makes sense there'd be a child patient zero as well.

Is this the case? (and if you haven't done any work on child paras. Will it be the case?) (I'm just fascinated by how animations work so I probably find this question more interesting then I should)

### Alice:

Hello Loki! Yes, you're right; in a way I will need a different patient zero to animate children. I'll need to use the right "child medium height" rig. We will, however, use the same rig setup/skeleton, which will only be reduced in height but will otherwise be identical. On this way, animations will still be able to be transferred across rigs if necessary. In addition, on my side it doesn't really matter what 3D models are used with the rig, as only the skeleton animation is exported to the game. For now, babies and toddlers will have their own meshes for a more realistic result, and other life stage characters will use the adult mesh as a base. I hope it was clear enough. :)

### LunaTaoimhe:

Has there been any super crazy animations that have come out of working with procedural animations that have gotten you to laugh?

### Alice:

Hi Luna! No, not yet, on my side. But since we are now working on the Live Mode and Animation System, I am pretty sure that we will have crazy results in no time. 😊

### Possible Assassin (Ny):

Random thought, besides the push and pull feature have there been any other things you're allowed to share that you guys had to change for legal reasons or general concerns?

### Anna:

Nope, I make that's the only thing for now! When we create a character we try to be careful to not make something that is too similar to another famous character, but I don't think there's anything else we changed radically because of something like that.

### Entirago:

I also had a thought earlier about how nice it would be for paras to be able to sit in different ways versus the amount of work to make all the animations... and then I started wondering what the steps would be for a player to mod another sitting pose in. Can you give us a rough idea of what it would take?

### Alice:

Hi Ent! Yes, even though I really want to have as many variation animations as possible, I am pretty sure I won't be able to create as much as I'd like. So letting all of you be able to add or even replace animations is one of our goals with the mod system, and I cannot wait to see what you will create!!! (★\_★)

## Devs questions

### Gui

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

### Alex:

Great, great, thank you! I'm so happy about the warmer weather. Hope you had a nice week as well!

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

### Léa:

Hello! It was really good thanks! Went for a run and play Raft with a group of friends :)

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

### Anna:

Hi Gui! I'm good! I'm going to enjoy the beginning of this Spring by going to the spa and maybe going to rollerskate outside.

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

### Alice:

Hey Guiii, I am good thank you. I'm still attending my spin classes which is a real surprise, especially for me! Also I have finally received my new desk chair. It's a huge improvement over my previous one (which was terrible). Aside from that, I had a really busy Saturday, starting with the last vote in the French elections, then spending the majority of the day in the city, and ending with an unplanned barathon. As a result, sunday was rest day. 🌿(˘)🌿  
I hope you are doing well too!

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

### Jérémie:

Howdy! I'm doing okay. I went and visited some family last week and that was fun.

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

### Sonia:

Hi Gui :D I'm good thanks! My week was super nice, I did some biking in the city~

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

### Étienne:

Hello! Doing swell as always! Had to reinstall my computer because it was glitching out a bit :)

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

### Andrei:

Hey Gui! I've been doing really well actually! I finally got to finish my uni project and now I have much more free time on my hands. I'm also playing some salsa this coming weekend so that's gonna be sweet 😊 By the way, it's so cool that you keep in touch with us on every dev chat. Thanks for that 🙏

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

### Chloé:

Hi Gui! I am doing fine, I have been digging through old DS games that I used to play as a kid, and that has been a lot of fun! I remember clearly now the frustration of my dog never learning their name in Nintendogs because of how the mic is picky :((

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

### Sandrine:

Hello Gui! I'm well thank you. Air to see a good friend I hadn't seen in a long time and bought a new hat. :D

### hannah!:

Question for all the devs:

What has been your favorite/ biggest accomplishment? Like what are you most proud of! I think all of the work you guys are doing is amazing!!

### Jérémie:

Hello! I we're not talking about the game specifically, I wrote a bunch of books as gifts, even got them printed too!

### Léa:

Honestly? Everything that I did for the game so far. Working for Paralives is super exciting and I'm super proud of what our team is creating! On a more personal note, I think that moving from France to Montréal was also a big accomplishment, I was terrified and I can't believe that I actually did it.

### Alice:

Hello Hannah! For me it would be being in charge of the rigs/skeleton of our characters. It's a whole different job, and while animators are expected to have a basic understanding of how their rigs work, they're not supposed to work on them; rather to work with them. I have learned a lot about all of this and I am very happy about that. :)

### Andrei:

In the context of Paralives, it was probably making the chalet video music, after seeing the impact it had over so many people. Outside of Paralives, it was finishing the score of an old orchestral piece that took me 7 years to complete 😊 I named it The Widow under the Snow!

### Gui:

Do you guys ever think about the possible impact you can have on people's lives, may it be giving them motivation or like in my case, enabling them to meet someone and start a relationship with them?

### Jérémie:

It's really cool that like-minded people can find each other on social media platforms related to things they like, and I'm glad that there are some cool stories of friendships and camaraderie that get forged in there, but I try not to think about it much. For all the positive things that can come out of that, there can also be some negative stuff, friendships being broken, drama and all the other messy complexities of human interactions, and thinking about how I could be responsible for these things is a bit too much for myself, haha.

### Sonia:

I don't think about it to be honest, I'm super glad and happy we have so much support and I think we just influence each other's life! It's thanks to the community trust that we get to work on the game so I'm just grateful.

### Sandrine:

I'm lucky enough to have a job that allows me to see this almost every week and it's always a pleasure to see the positive impact we can have on a lot of people!

### Alice:

No, to be honest I don't really think about this. Aside from paralives, I don't naturally go online and talk to strangers. In everyday reality, I'm a pretty outgoing person, but it's a little more difficult for me to connect with people "virtually", I rely a lot on my instincts and it's hard for me to do so when I can't see the people haha. But the Paralives community is incredible and I feel we are very lucky, and I'm so glad it brings people together to form new, positive relationships. ♥

### Andrei:

Honestly, me neither. I have a hard time grasping how big of an impact it can have on people's lives. But when I notice it, for example after releasing a showcase video or patreon post and seeing all the comments, it can be very rewarding to see that so many people are invested in this game. It's very fulfilling. Like Alice, I have a hard time connecting with people I can't see but my guess is that it's a common thing to happen?

### JayLevin\_ART:

This is for everyone on the team, because I'm curious about the different answers. What's a feature or detail missing from other simulation games that you REALLY want in Paralives?

### Sonia:

The color wheel but it's already in the game haha! If I try to think about a feature we don't have I'd say an online mode, but I get why it's not common and it's super complicated to have.

### Sandrine:

Lots of vintage fashion clothing items (1890s-1960s)!

### Alice:

More pets and gameplay around them! I would also love to have multiple mounts ♥

### Andrei:

Crazy socks!!! 🧦

### BusiestPolarBear:

Favourite mouthful from the new Kirby game ?

### Jérémie:



### Chloé:

I cannot choose just one, because I like them a lot, they always make me laugh. I like the ones that have a sort of minigame associated with them, like the roller-coaster mouthful or the arch-mouth one!

### Alice:

Hi Bear, I just love the traffic cone!

### Gui:

Can you guys share one of the coolest fact you ever learn? Can be from anything.

### Étienne:

Whenever you shuffle a deck of cards, is it the first time this specific arrangement of cards has ever been made in the history of humanity!

### Sandrine:

Whales fact incoming! Some humpback whales use a feeding technique called the bubble-net where they blow bubbles of air in a circle or spiral form to trap small fish and krill inside. Then they open their huge mouths to get all the trapped fish at the same time and go to the surface to let the water out of their mouth but not the food.

### Alice:

I recently discovered that hermit crabs queue up from smallest to largest to transfer/trade shells, which is really fun to watch. However, they occasionally try to steal from one another, which is really sad and can result in a naked 🍑 situation. :/

### Andrei:

Apparently, sea-horses stay with the same mate for life 💕 Or that's what I heard in the Spiderverse movie anyways

### BusiestPolarBear:

What do you usually put on your pizzas?

### Anna:

Goat cheese, honey and walnuts.

### Jérémie:

I love me some good butter chicken pizza!

### Chloé:

Goat cheese...? Butter chicken...? On pizza...? These exist??? I just like pepperoni, as simple as it is!

### Alice:

Mainly cheese. Also, for those who missed, I do really like Hawaiian pizza. 🍍🍍🍍

### Alex:

Put anything on a pizza and I will eat it

### Andrei:

Green peppers and mushrooms. Although, during our Halloween gathering at the studio, I got to try for the first time poutine pizza and it was delicious 😊

### BusiestPolarBear:

Why did no one gave Andrei Cast that we are on first name basis here?

### Étienne:

Ayo Andrei, we're on first name basis here. You may now update your Discord nickname :D

There PolarBear, the memo has been given!

### Andrei:

☺️ Thank you PolarBear! You're the kindest

### Entirago:

Finally from me this week, what's something you're proud of achieving lately? It doesn't have to be Paralives-related

### Léa:

When I moved into my apartment I bought a lot of new plants, and they are all thriving. I even managed to make cuttings and now my office looks like a small jungle! During spring, Montréal can be really gray and gloomy, having them around brings me a lot of joy

### Sonia:

I'm trying to get back into drawing more regularly, I still enjoy it a lot, but it's hard to make the time for it instead of playing games :p I'm slowly building a schedule for that, like the first I make sure I try to draw 2h/week than 4h/week,... Until I get back into it! So far it's been going well :D

### Chloé:

Similarly to Léa, mine is about plants! My parents bought me this huge hydrangea plant, and a day after I got it, it died, lost its flowers, wilted and crinkled up...or so I thought!! Somehow, I brought it back to life, even after the latest snowfall, it has pulled through and is doing great! I am proud of her and proud that I managed to resuscitate her (I like plants a lot and am often visiting the local botanical garden, but never got the chance until now to care for one!)

### Sandrine:

Hmm! I sewed an everyday skirt, first time actually sewing something that is actual clothing not just a costume.

### Alice:

Doing a lot more exercise and taking more walks. I have also been trying to call a lot more my grandparents. 🌻🌻

### Andrei:

Honestly, for me it has been moving on from a breakup...I know it may sound too intense for the context of a devchat but I'm actually proud I got to manage through it and grow as a person. If anyone else is going on through something similar and are in need of some company, being with good friends really helps and in any case (seriously), you can always send me a message if you feel like chatting a bit 😊

## Build Mode

### hannah!:

Hi there! I'm new to the group so if this is a repeat question i apologize. Will furniture be customizable? For example could i have a couch and add a pillow or throw to it? Or separated beds like molders have made in the sims where you can pick the bed frame and then the sheets?

### Jérémie:

Some pieces of furniture we have at the moment, like counters and some couches, can be customized by adding or removing elements to them - I think you can see it in the chalet video - and we are thinking about more ways to make furniture interesting and that might be through customization. Having bed frames and sheets being customization elements for a bed could be interesting, but it would also mean that we would have less beds in the catalogue and people might not understand that they can customize everything. We'll need to ponder about it some more!

### Zahlea:

Last Dev Chat, there was an answer stating that  
*Having electronics - especially cheap one - last for only a short while before short circuiting can make sense and it's a big event when your TV randomly breaks, but having other furniture like sofas, chairs and various sitting implements that have some kind of durability would be a bit weird.*

To me it's actually even more weird to have a TV or even sofa that lives like new for say 5 generations or more 😊 so my question is: do you have any other ideas for... encouraging the player to switch out their furniture every now and then, or do you feel like it's ok to have the same furniture 5 generations later; maybe you're not even looking at many generational gameplay?

Not only am I thinking that it's weird that the furniture lasts many generations, but I also really like furniture breaking as one use for the handiness skill (my favourite in TS3, that I'm really hoping for in Paralives, maybe even split up!! :doggoSparkles: ) and I also see it as a really good way of combating one of my biggest dislikes in The Sims - how easy it is to make money - by making the para need to spend money at intervals instead of just piling it up. Hahaha, I'm really trying to make a case for it here, huh? 😊 Really interested in hearing what you think!

### Jérémie:

Time is strange in life simulation games. It's true that me having a functioning television my great-great-great-grandparents owned, in real life, would be quite weird. Maybe a table or some other piece of furniture, like a big old wooden chest would make more sense, like a family memento, or something. Metals oxide, connectors corrode, wood rots, a bunch of other processes occur and make keeping furniture and electronics working through a long period of time really difficult.

In games like Paralives, a lot of these factors are completely unaccounted for because this is not generally what people enjoy doing and they would rather work towards making their dream house. If I really love this green couch and I play the same game for ten thousand hours, I don't want my green couch to rot every hundred hours or the springs to randomly pop out after someone sat on it for too long. Time is also frozen on the technological advancement scale; you'll start with all the TVs you can get, and we currently don't plan for a newer, better TV to get developed ten years of in-game time after you start playing, forcing you to upgrade to a better one - although that could be interesting.

Having skills to tinker with your appliances can still be possible even if they don't break down constantly - upgrading them, customizing them, etc. Finally, it's true that having too much money and nothing to spend it on can be an issue, but I'm not sure if furniture is the best lever to counteract that; this would probably make balance difficult and make the game a bit of a grind for people who do not have that much ease at making money and would need to find a way to replace all these chairs that keep breaking at the slightest touch! :V

### Riza:

Do you guys like tea? If so, do you have any great flavors or combinations for me to check out? \*~ One of my favorites is probably fig/rose tea, or strawberry/vanilla, but I also like a nice chai

### Léa:

LOVE tea! Lately I've been drinking Lychee Red Tea every morning, it's my favourite.

### Jérémie:

Oatmeal latte is great! During last year's holiday I got two Tea Advent Calendars so I got to try 48 different teas! And this one was my favorite.

### Alice:

Yes, I drink a lot of tea. I loooove rose tea as well but I just finished my box. :( Usually I drink red fruits tea, Moroccan mint tea, jasmine tea, or simply plain green tea.

### Andrei:

Yes!! Chamomile with almond milk ☺️

### Rae:

What are your thoughts on vivaland? It's a similar game to Sims and paralives but multiplayer and coming out next year. The graphics look sick! (That means good in Gen z speak I think. I don't know, I'm a millennial)

### Jérémie:

Howdy Rae! It's always interesting to see new games pop out in the life simulation space and I'm curious to see what ideas they'll bring to the genre! These things can take quite a lot of time to make - it's almost two years since I've started working on Paralives - and making games is a constantly evolving puzzle where no-one knows the answers in advance, so I wish them the best of luck and will follow development closely :)

## Live mode

### Zahlea:

Have you considered having support for allowing certain clothes to have animation overrides? One specific situation where this might be relevant is to allow modders to create a huge Victorian style dress with the poofy skirt (or any poofy skirt) where the sit animation could be overridden to look like the para is collecting their skirt before sitting down, or even add a deformation to the clothes to minimize clipping in favour for "squishing".

### Alice:

Yes, I can see how that would be useful! Unfortunately, this is not something we have planned for now. Modders will indeed be able to replace or add variations to existing actions/animations, and it may be possible depending on what the Para is wearing but we can't confirm that yet. For deformations specifically, additional bones in our skeleton would probably be required, as would



each piece of clothing being skinned differently on those to allow for pertinent deformations. Finally, each action that needs it would have to be tweaked to work with each outfit. This might be too much work at this stage for us taking all of this in consideration.

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**hannah!:**

what are the life stages going to be like? will it be like the sims with set stages or is there a way to get to grow up with the paras almost. like more stages because as we all know the jump from kid to teen overnight is brutal it would be cool to watch them grow. i don't know how difficult that would be though!  
i hope that made sense :))

**Anna:**

I can't say in detail how the life stages are going to be like for now, sorry! It might be a mix of set stages and more gradual aging but we're still figuring it out.

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**Entirago:**


Hi everyone! Hope you're all doing well!

Was thinking a little lately about other applications for the 'Seb taking his shoes off at the door' mechanic, and a couple that come to mind are paras could have slippers in the house but take them off while getting into bed, paras could wear flippers in a pool but take them off when they're walking around on a beach, and paras could have flip flops with their swimwear outfit, but not while they swim. Do you think any of these are likely? Do you have other thoughts along these lines?

**Jérémie:**

what are the wearing shoes or not inside houses is a big cultural item that has a more significant impact than the physicality of having shoes or not. It could be interesting to have a more complex system where different types of footwear would be valid or not for different situations, but it's not one of our priorities at the moment. Maybe when we'll attack the functionality of being able to set if people can or cannot keep their shoes on in a house we'll see if it is easy to replicate to other situations and scenarios! Thank you for the question! :D

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 **Paramaker**

**ShadowRose:**

You've mentioned we can change the colour of the sclera, we've seen you can change the colour of either iris, now I need to know; what about the pupil itself? Will we be able to change its shape and size? Can I have eyes with a slit pupil?

**Léa:**

Oh you want me to really spoil the surprise, don't you? You won't be able to change the size of the pupil with a slider BUT you will be able to add a new texture for the Eyes through the mod system. For example one with a slit pupil, or you could choose to have a really small or a really big pupil. Since you're only changing the texture, it's really easy to add to the game. I honestly can't wait to see what people will create with those tools!

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**Zahlea:**

I have a question from Little Dragon 🐉

We've seen that we're going to be able to import images to fill picture frames (and canvases and other art displays, hopefully) But I'd like to know the likelihood of us being able to import patterns for things like wallpapers, clothing, and other buy mode objects. As well as if you think we'd be able to do the same for clothing to make graphic T's and Hoodies (I'd love to be able to do this in a printing shop or something like that in game, though that's not part of the question)

I think the most powerful thing from this question would be the patterns as it would essentially give us an endless choice for design beyond just the object models.

**Jérémie:**

I think that importing pictures like you have seen in the original frame video is a very interesting feature, but it has to be used parsimoniously.

Square pictures work well for square frames and other vaguely-square-shaped objects, but the second you get into more complex 3D items, they might not show properly because of how 3D works.

Secondly, for things like wallpapers and floorings, it would be better to just add a new wallpaper or floor via the mod system because then you would have more options as to how things will tile, what kind of lighting effects they will use, swatches, etc. Patterns - like you've seen on Marvin's shirt in the reveal video - have special rules to make them recolorable, so going through the mod system will also be required here.

There are still tests to be done about the performance aspect of importing pictures directly into the game as well; Do we need to limit file size and picture dimensions, for instance? These kinds of tests will help us decide what we can and cannot do going forward.

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**Lucie250:**

Hello to you will there be the possibility to put nail polish on the feets nails of the paras?

I think it would be a good idea to allow players to put patterns on the nail polish.

**Léa:**

I think it's a good idea too! At this moment you can put nail polish of colors on the hands and toes of the Paras. The nail zone on the texture is really small so adding a pattern is not easy, we're looking into it!

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**ShadowRose:**

I'm unsure if you've already addressed this idea, but do you intend to add the ability to "draw" on para to give them things such as unique birthmarks or is that something you would say comes with the modding console?

I'm curious because I've seen a lot of suggestions that seem to involve directly "painting" designs, it could be a way to implement vitiligo (unless you already have a way to include it) in truly unique patterns across the body

**Jérémie:**

Howdy! We do not plan to add the ability to directly draw on characters at the moment. I feel that the tattoo/decal system we have is powerful enough to do a lot of things, such as vitiligo, because it still allows you to move birthmarks / tattoos / other skin details around on multiple parts of a Para's body!

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**Sebastian's Pool Dive:**

Is the layering system limited to tops? What if we wanted a 2000s aesthetic and have our Para wear a skirt or dress over pants? ✨👙👖

**Anna:**

No it's not limited to tops! I don't know if we will allow this specific combination but it could definitely be possible technically yes!

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**JayLevin\_ART:**

When adding clothes or hairstyles to your Paras, will you be able to choose the side on asymmetrical designs? (Example: There's a hairstyle with bangs that sweep to the right, but you want them swept to the left. Or you have an off the shoulder top, but you want to change the shoulder that's exposed.)

**Jérémie:**

For technical reasons, this is not planned at the moment. If there's a piece of equipment that has some distinct feature on the left side, it will not be possible to flip it on the right side instead. Of course, that might change in the future. Thanks!

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**JayLevin\_ART:**

How difficult was it to make a child Para model in comparison to the adult Para model?

**Léa:**

Eli was created in the Paramaker, he's using the same model of the other Paras. The only difficult thing was to figure out how to make him look like a child and not like a really small adult. But it's actually quite simple: it's all about the proportions. For example, the head needs to be smaller, but the eyes should remain the same size as an adult (our eyes don't grow) After that, Sonia created a new texture for kids bodies and Eli was ready!