

# March 15th, 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/](http://www.patreon.com/alexmasse/) for details.

## 🌟 Community's choice question

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

### Amazing\_Star 🌟🇺🇸🇧🇷:

Have you thought about consequences of not fulfilling Parafolk's wishes or maybe going against them? While I understand you want the sandbox approach and tell whatever story you want approach. I just wonder if some game features will give you some negative consequences (one of the examples of this would be Sims 2 aspiration failure), so not just wishes, but even vibes, perks, lifestyles... I don't expect anything dark and grim, but just some spice from the coziness of the game

#### Anna:

For now, wants are bonuses only, there's no negative consequence happening for not fulfilling them. I think it's the main difference between wants and needs! Since we have a dynamic needs system, we could for example have specific needs for Paras with a specific personality trait, like a social butterfly Para who has a need to talk to people every few days. This could be a want for other Paras, but a need for this one, and not fulfilling it might have consequences! Or, maybe when your Para is in love they have a need to see their significant other (not seeing them might make your Para sad or unmotivated). Those are just ideas!

## 👋 Devs questions

### Gui

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

#### Alex:

Alex is away this week.

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

#### Léa:

Hello Gui! I'm doing good, waiting patiently for spring to finally settle here, I want to see flowers! Hope you're having a great day!

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

#### Anna:

Hi Gui! I'm good, thanks :)

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

#### Alice:

Hello Gui! I had a nice birthday weekend, but now I'm a bit sick. :c Other than that I'm still animating some exciting things. I hope you're doing good!

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 good thanks! I nice a nice week

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

#### Andrei:

Been kinda bored lately. Gotta do something crazy one of these days

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

#### Chloé:

Hi! I'm good, lots of exciting things have been happening (in my life, although the game is always exciting), maybe I'll be able to tell y'all soon ✨👉

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

#### Gabrielle:

Gui, I'm so done with winter, take it away please 🥶

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

#### Richard:

Pretty good :).

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

#### Alejandro:

Had a really good week, I hope your week was just as good!

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

#### Charlotte:

Good!! The apartment hunt continues which has definitely kept me busy.

### Poutine Connaisseur Gui:

Alex, how was the GDC?

#### Gabrielle:

Alex is unavailable while he's at GDC and will answer the dev chat questions when he's back! :)

### Zahlea:

Today, I have a question from Stewby!

could each developer tell us one feature that they would have loved to introduce but can't?? so like... restricted computer power to help lower end pcs means they can't add something or too complicated, etc, etc.

#### Chloé:

I wish I could've had really fancy assets, all hand sculpted and textured by hand, one by one... clearly with the amount of items we have to do for the game, we can't dwell too long on any items, so things tend to be a bit more simple!

#### Léa:

So one of my big dreams for the game is to add interactable wildlife like crows or deers that are animated and run/ly away when your Para goes too close 🐾 I love the idea of having countryside scenery with wildlife in Paraives. I think it fits our cozy mood and maybe Paras could try to take pictures of it?

#### Amrei:

I'm not from my end at least. Maybe I'd wish I was able to do much more in less time so we could get to do all of the music and audio possible features before the Early Access release.

#### Anna:

More bears

#### Alejandro:

I would like to make a realistic mode for the game, where the para would need to actually buy everything they eat, connect their electronics and more things in my mind, but I know that is not the vision for the game.

### Poutine Connaisseur Gui:

Light, medium or heavy?

#### Chloé:

Light...? Although I don't know what the question is about? Density of cream we prefer? Makeup coverage? Thickness of sauces??

#### Alice:

🍷

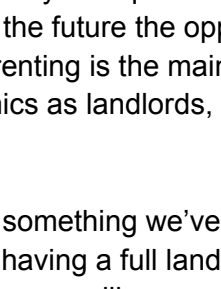
#### Andrei:

Heavy 🍷 Always go heavy 🍷

#### Léa:

Medium seems safer!

#### Alejandro:

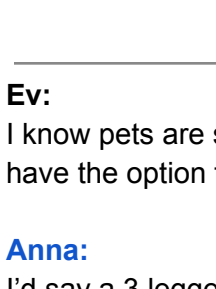


### Entrigo:

Charlotte, would you ever do testing with your self-para or would you be too worried about something happening to her?

#### Charlotte:

I actually just made my self-para this week, so she's ready to endure the life of testing ✨



### Amazing\_Star 🌟🇺🇸🇧🇷:

What category do you personally still miss in PAM? Regardless if you plan it for EA, after release or never.

#### Alice:

I'd love to be able to equip more accessories for our Paras, like bags or big scarves. But these are always a challenge and often end up not looking very good/clean.

#### Andrei:

Different voice options! And the life stages menu is now missing in the current version of the game cause it's being polished 🍷

#### Alejandro:

Medieval armor, I know it will not happen, but one can dream

#### Charlotte:

I second medieval armor.

### WickedBrony:

Would you say it is more stressful to have a confirmed release date?

#### Léa:

Yes for me, I just hope people will love the game. 🍷

#### Chloé:

Not for sure may be for some team members, but for my part planning is going smoothly and according to plan so far, so I'm not particularly stressed! I'm confident I'll be able to get everything I want in the game by the release date 🍷

#### Alice:

Yes, a little bit! I can only rely on myself to have as many animations ready as possible for Early Access. However, having a more precise date in mind really helped to plan and prioritize, which is good! :)

#### Andrei:

Not from my end! Most of that pressure goes to programming I think. Most of the artists ✨ are having a smooth sail for the time being.

#### Alejandro:

Well I think it can be stressful but also good, on my end I am always stressed so no much change for me

#### Gabrielle:

I feel like there's even more pressure to make sure all the pieces of the game blend in well together in time and with little issues or delays (which always come up)! But that's something that has been accounted for as the Early Access date was decided. I personally am saving all my stress related to my comms/marketing/pr tasks for the last few months leading up to the release, and the post-release period 🍷

## 🌱 Live mode

### The Misfit83:

I have only one question this time and it was discussed with few people around. Do you plan to add in the future the opportunity to rent houses, house floors, just a room, vehicles, etc.? You know renting is the main part of the life of many, and an interesting opportunity to explore its dynamics as landlords, or tenants in a better environment/world. 🍷

#### Anna:

That's something we've considered but for now it's not in our plans, at least during early access. I think having a full landlord/tenant gameplay might be a little too much, it looks a bit like a mini game or even like an active job, which we haven't planned for now. If we do add renting it would be very basic and just another way to get money or to get a place to live.

### SarahTheSloth:

Would you add in lactose intolerant lifestyle?

#### Anna:

Maybe! That's not planned for now but we could have a few other options for a diet based lifestyle. For now it's just about the actions that the character will perform autonomously (so the dishes they will make for themselves)!

### WickedBrony:

Are there lifestyles being considered that aren't diet based?

#### Anna:

Yes, there are two right now: sleeping habits and cleaning habits!

### Ev:

I know pets are still way down the line, but is there any chance that when they are ready we'll have the option for some special needs pets like 1 eyed dogs and 3 legged cats?

#### Anna:

I'd say a 3 legged cat would be hard to do because it would require us to redo a lot of animations, since 3 legged cats walk very differently from 4 legged ones! Also we would need have another model for cat. I think 1 eyed dogs could be done more easily, but we're still far from knowing if it's going to be possible!

### Amazing\_Star 🌟🇺🇸🇧🇷:

I have this other question related to the personality system - do you plan to tackle neurodivergency in some way through this system? Like the suggested system of quirks we could pick for parafolk. Or maybe some other way?

#### Anna:

There won't be any personality traits that are straight up linked to neurodiversity (like an autistic trait) but we hope that people will be able to create themselves accurately enough! For example we could have a "hyperfocused" trait (maybe as an evolution of the "serious" vibe? I don't know, that's just an example) that might resonate with some people, whether they're neurodivergent or not. One of our main game design pillars is to be able to represent the most people possible, but we also have to balance the number of traits available to choose from so it's not overwhelming! You're right that our system allows us to have quirks (we called them Lifestyles for now) and we might add things in there too. We don't have an exhaustive and definitive list of personality traits anyway so it's hard to answer for now which ones will be used to represent neurodivergent people (also because neurodivergent people are different and have various personality traits!)

### Domon 🇺🇸🇧🇷🇩🇪🇦🇩🇪🇦🇩🇪🇦:

I've noticed the discussions about how aging should work appear a bit more around here recently. Talking about gradual aging and birthdays every calendar year on the same day. I know not a lot has been said about how aging will actually work, but personally I prefer to play with aging off and age my characters manually when it's time for the story I've had in mind. When designing aging will you also keep in mind players like me so we're not left with nothing, while the others would have for example growth spurts and birthdays on the same day?

#### Anna:

Yes, as always when we design live mode features, we try to think about people who prefer storytelling and people who prefer going with the game's default settings. I think playing with aging off is a quite common setting, so that's definitely something we are thinking about. I personally always do that to make sure I enjoy every stage of life without being too stressed about preparing for the next one! Real life is stressful enough...

### SK5:

Would there be a possibility to eventually be able to build your own gaming pc in game?

#### Anna:

That's not planned for now but maybe it could be a fun activity to add for those gamer Paras!

## 🏠 Build mode

### Domon 🇺🇸🇧🇷🇩🇪🇦🇩🇪🇦🇩🇪🇦:

Will there be multilevel windows?

#### Chloé:

At the moment, they aren't possible! Because of resizing thought, you will be able to have full height windows, and so you will easily be able to recreate some.

### Domon 🇺🇸🇧🇷🇩🇪🇦🇩🇪🇦🇩🇪🇦:

Will there be small little fences that Paras can walk over? Something like this which is mostly decorative rather than functional



#### Chloé:

Not planned currently! They would still affect the pathfinding in any case, even if they are very small, ahaha.

## 👉 Paramaker

### Entrigo:

I already had this question in mind before today's post, but now it's a shoe-in. I was wondering if parafolk would be able to mismatch shoes like they can socks. Would this make a Parafolk lopsided if they had one heel and one flat?

#### Léa:

You won't be able to mismatch to avoid issues with the animation! (Have mercy for Alice, her job is hard enough as it is 🍷)

### Entrigo:

For a rags to riches para, or one who just doesn't like new things, would parafolk be able to have holes in their shoes, and would we be able to see the sock or foot through the hole? (And would it be possible to mod an existing shoe to be holed?)

#### Léa:

We don't have shoes with holes on our list but it's a great idea! Most of our shoes don't have the feet inside of it (why keep it if you can't see it) but if a modder wants to make a new version with holes of an existing one, that should be fairly easy in Blender (you might need to know what you're doing in a 3D Software tho)