

Hello everybody! Welcome to the February 2026 Patreon Q&A. I'm going to be recording this one in multiple sittings, but let's see how many questions I can do today before I have to start – or before I have to stop.

Hello! Just one question. I want to start making my own visual novels. Do you have any tips? Should I first start practicing art before I practice to code? I'm so new to this. Any tips would help. Thank you so much!

Well, that's really cool that you want to make visual novels too. Unfortunately, I can't give any art tips because I am not an artist. I cannot draw anything. So, I started out as a writer and a coder, and I still do some of the coding, but now I mainly do just like inserting images, when before I would do like all of the script coding. But it's become very complicated now because of how many alterations there are in *OuOur Life 2*. But my advice in general is to start small and to take whatever path is going to be the easiest for you. Just getting into a new hobby and learning new skills is very difficult, so I wouldn't recommend trying to challenge yourself right out the gate, or hoping to make your magnum opus idea as the first thing you ever do. And I also wouldn't suggest making your first game a commercial project where you're going to sell it to people. I definitely recommend starting with something that is either released for free, or maybe you don't even release it at all, and you either only share it with like friends and family, or you don't share it with anybody, but you could also just release it for free if you want a wider audience to check it out. But I wouldn't put pressure on yourself to have to market and sell it, and need to make X amount of money for it to be worth it. Just take it as a hobby and do whichever part is most interesting for you to start with. Whatever will keep you going and not make you bounce off doing this entirely because it's just too intimidating or it's too frustrating. And you can also potentially work with other people, especially if you're making a free game for fun. You could go to certain visual novel forums or like the itch.io forums and be like, "Hey, is there anybody who wants to join up with me to make a game?" And then you wouldn't have to learn how to do everything yourself. And there's a lot of game jams that go on where people are looking to link up with other people to make visual novels with, so you could look into that and make like a short game jam, either by yourself or finding another team to join with. And that is my very general advice for very, very beginner's visual novel development.

Hello, I was wondering if you picture either of the leads in OL2 as neurodivergent? Also, how would Qiu and Tamarack feel about seeing a

therapist/professional in Step Two when they're struggling? Sorry if this falls under spoilers or if any of these questions have been answered before. Thanks for the hard work.

So Qiu has ADHD, and that is something that will come up later in the game, but not in Step Two. And then Tamarack suffers with anxiety, but neither of them would be willing to see a therapist in Step Two. And even if they were forced to by the school or something, I doubt they would ever open up. They'd see it as uncomfortable, and Qiu would see it as a waste of time. So unfortunately, they would not get any use out of therapy in Step Two.

I might edit this to add more questions later, but for now. 1. The emojis being added for OL2 are so cute and got me wondering. If this system could have been a thing in OL1, would Cove or anyone else have used emojis more during the text moments in Step Three? Or do they prefer the text based emotes like :)?

So, Cove does like his text-based faces, but I could definitely see him using like a bunch of Ocean related emoji images. And Derek, he would use emoji based smiley faces instead of text ones. Baxter doesn't really do emojis of any kind, so that would remain exactly the same.

What's the sibling relationship between Ren and Devin like? Does it change a lot over the years, and what's it like for Ren to be the only person in her friend group to not be an only child?

Ren and Devin are pretty close, but it is definitely a sibling style relationship rather than people who are friends and happen to be siblings. Devin is kind of aloof and very introverted, so Ren isn't often like trying to get Devin to spend time with her. But if Devin shows an interest in doing something together, like playing video games together or just talking, Ren is happy to participate in that. And Devin does go out of his way to do that from time to time, you know, to make sure that he's not completely ignoring his sibling. And the two also spend a lot of time together on family outdoor excursions, either having a fun time or suffering mutually because of their super outdoorsy parents. As for Ren being the only person who's not an only child, she doesn't think it makes that much of a difference. You know, she only knows what it's like to have a sibling and can't imagine what it's like to not have a sibling. But because Devin is four years older, Devin was never really significantly around, you know? There's so many grades between them that while they were both in school, they never really would cross paths anyways.

So, for the most part it was like having no sibling around. And then the home life is different, but Ren doesn't really know how to understand that this makes a difference, and Ren feels very like he *Our Life* is extremely similar to her friends' lives.

Hello again GB and team. Just one question this time! Considering their children often visited each other's houses, were Ren and Qiu's parents in contact with Baxter's often? Was Baxter's parents' behavior obvious to them if so? I often wonder how Ren and Qiu's parents felt about having their children around the Wards, and what the dynamic was between the parents of the Boys Club in general.

The Lins and Murrays did not really know the Ward parents at all. They had pretty little direct contact with them. They mainly just met a few times, just so that they knew who the parents were before allowing their kids to go over to that house. But in general, it was Baxter and the kids keeping connection with each other. And you know, Baxter would be the one to invite his friends over, and then the parents would give permission if there was time for that. And then if not, then they wouldn't be able to go. But usually, Baxter is the one coming to their neighborhood, and the parents never took Ren or Qiu on any kind of outing. They didn't go out to dinner or to the bookstore like the Murrays and the Lin's would do with Baxter. So really, they only knew Baxter and had very little experience with the Wards. But that formed a different kind of opinion in the adults just because of that dynamic.

Hello! I'm not sure if it's something you can answer. If not, then feel free to skip the question. The relationship in OL2 can be downgraded in between the Steps, which is something I really like since it keeps things interesting. This made me wonder if the MC can have a conversation with the leads that goes something along the lines of "hey, I used to have a crush on you in the past lol". If they go from crush to friends, you know a silly conversation where they're reminiscing about the past.

Maybe? It's very unlikely that would be an option in Step Two, but it could potentially come up in step 3 or 4 when they're, you know, a little more grown up and not still very awkward teenagers who probably wouldn't be like, "Yeah, that's really funny".

How did Tamarack's grandparents meet and fall in love? And what were they like when they were younger? How about Qiu's parents? If this counts as two

questions, not four, then if you could also answer about Lani and Pam I'd be happy too, but no worries if not.

Mr. and Mrs. Bauman met as working adults. Neither of them were in school anymore, and they were just out with friends separately, Ernst with his guy friends from work, and Dorothea with her own friends. And they were probably like getting dinner and drinks somewhere. And then they decided to start talking to the other group of same age people. And it was those two in particular who really hit it off and ended up continuing to see each other. And when they were younger, they were very similar to how they are now. Unfortunately, I am not the kind of person who goes into really intense detail with every side character and has really in-depth histories and development for them, so I only really know them as they are now. And so, I imagine when they were younger, they were quite similar. Dorothea was, I'm sure, you know, a real go-getter type of lady, assertive and outgoing, while Ernst was more of a quiet, studious man who was kind of a homebody. As for the Lins, the two of them met in college, and like the Baumanns, their personalities then were quite similar to how they are now, with Hong being the more outgoing one who kind of took Yi under his wing when she moved to the United States for her education. And then the two just really bonded and obviously fell in love. But Yi was still very nice and kind and soft spoken and not particularly outgoing. Pam and Lani also met in college, but their relationship was a little bit more like they wanted to flirt with each other and were kind of asking each other out on dates. They were immediately not quite friends, but very interested in each other and, you know, came up with reasons to just, like, hang out in ways that were very much a date, but without saying so, because neither was sure about the other, and also about being known about dating a woman out in the open at that time. So, they had a bit more of an awkward development to their relationship. But, you know, luckily they were able to realize that the other did like them. And so they were able to start a relationship after not too long.

Hello. Thank you for always taking the time to read and answer everyone's questions. For *OuOur Life 2* characters, I was wondering what they would give the MC on Valentine's Day. Would it be a handcrafted gifts store, bought chocolates or just spending time together?

Well, it would depend on a lot of things, unfortunately, as it always does. What Step we're talking about, what kind of relationship the MC has with that character, the types of things the MC likes, and honestly, the majority of OL2 characters wouldn't ever give the MC a Valentine's gift. You know, maybe a birthday gift, but not something for

Valentine's. I'm sure Opal would give her child like a card and some candies, and maybe the other parents around would also give MC some candies when they're younger. Likely not once they get older. Tamarack would probably give something homemade if she was close with the MC, while Qiu We would maybe make a note if that counts as like a homemade thing, and then potentially by like some kind of treat that the MC likes.

Hi GB and team, hi David! I hope everyone is doing well. This is my first full month as a Patreon and I'm having a really great time. Here's my questions for this month's Q&A. 1. In Step Two, how would Qiu and Tammy offer comfort to the MC during/after a seriously upsetting situation, if they're close with the MC? Would they offer physical support, as in hugging and or holding them, offer words of reassurance, try to find a solution, or just keep them company?

So whether they offer physical support without it being a choice is one of the many alteration settings that the game has. So if you have set them where physical touch without needing to check if it's okay is on, then yes, I'm sure both of them would either hug the MC or maybe pat them on the back or whatever, but if that's set to off then they wouldn't touch the MC. I feel like they would offer words of reassurance while keeping them company and also trying to find a solution. I don't know if they'd only be doing one of these things. They'd probably be cycling through, like, every kind of possibility.

2. What *Mario Kart* characters would the OLBA LIs choose to play as? Sorry if this one's been answered before!

I think maybe I've answered it before, and I can't remember what I said. It would depend on their ages for some of the characters. Derek would want to go for somebody who had some kind of good advantage. Like if it's one of the games where characters have like special moves, he'd want to go for somebody who has the best special move. Or if like heavyweight riders are better than lighter weight riders or vice versa, he'd be thinking about those kinds of things for his decision making. Baxter, when he was younger, would want to choose somebody who he didn't deem as like, weird looking, like some kind of monster character or something that he would feel kind of embarrassed to be represented by. Like, probably wouldn't like Donkey Kong. But when he was older, he would probably just do random. You know, anyone is fine. They're just a little video game characters. And Cove, I imagine he would like Yoshi and would be

more interested in the non-human ones. He wouldn't really want to play as just some guy.

That's all I could think of for this month. Take lots of care and rest up. And also thank you, David, for the transcripts.

Hello. I hope you guys are having a wonderful February. I was wondering with the writing for the *OuOur Life* love interests, did you ever have moments where you had to rewrite them during the concept phase?

It depends on what you mean by rewrite. I've never had to take a fully written scene and then just scrap it and start from the beginning, or, you know, something like that. But there have been times where there were scenes that were started, but then didn't get included at all, or times in the drafting process where I outline the scene, but then scrapped it before writing it. And then I've had lots of potential ideas for Moments that never ended up becoming actual Moments, even as a draft. I guess one example from *OuOur Life 1* would be, I actually thought it'd be really funny if you could pressure Jeremy into going to the soiree with you if you didn't want to take Cove or Derek. And I think a short little snippet of script for that was actually written, but then not the real main part of the scene where you can go to the soiree and do different activities with him. So there's a scrapped idea where we all missed out on getting to spend more time with Jeremy. I was like, you know, "My favoritism for this side character can only go so far. I have to not make him such a prominent part of this Moment, even if it is just a choice". There were too many other things that needed to be done that were more important.

Hi! You've mentioned that when Derek drinks, he gets really energized and turns into the super pumped let's-keep-this-party-going type who doesn't always know when to stop once he's had too much. Has that ever gotten him into trouble before? lol. And did he ever go through a real party phase like clubbing a lot, or being really into the nightlife scene? Maybe during college? I'm curious if that high energy streak ever translated into a possible party error for him, or if he's more an occasional hype-at-the-party kind of person.

He was definitely quite a party guy in college, you know, especially because he was on a sports team and there would have been a lot of reasons to be partying, celebrating like before, a game, after a game, things like that, going to like other teams, games and

parties. So, he definitely partied more than he would have liked to in hindsight as an adult. But he did have a lot of energy and he was a very fun, exciting guy to have at parties, so people were always happy to invite him.

Hello! I hope the GB team is fighting the chill this winter. Also, happy to hear that David is feeling better. May everyone on the team be in good health for the rest of the year. I had two questions involving the recently released roadmap: 1. I remember back when Step Two was beginning to be written, there had been an acknowledgement about the length of the Moments being larger than in Step One, and that hadn't really been the plan back then. Since the moments are the length they are now, will we expect roughly the same length for Step Three going forward, or will the upcoming Moments following Step Two be trimmed back to adhere to the released timeline that has been set for next year?

Step Three is going to be closer in length to Step Two than Step One. I'm definitely not going to trim it back so much that it's now closer to Step One than it is to Step Two. Hopefully the two steps, Step Two and Step Three, will be equivalent in length. I'm really hoping Step Three doesn't end up even larger than Step Two did. It's very unlikely that it will be notably shorter, but if that's the case, I think that will be fine, since a lot of the length of Step Two came down to some things that were not really the biggest priority. And hopefully I can be a bit more targeted with all the stuff that really matters, instead of just piling on more and more because I feel like more alterations will make it seem better. And that's not always the case. Sometimes you just gotta make the content be good instead of long and wide. However, I do think it's unlikely that it's going to be noticeably shorter.

2. I assume we won't expect the partial voice acting for Step Two to be released with the early release in November, due to the amount of names needed to be recorded, along with the lines that will be needed for the characters, especially with two additional characters being added to the cast. But will the Step One voice acting be included, or will it be held off until the Step Two voices can be added to the early access portion of the release to keep everything together?
Thank you so much for taking the time to do these Q&A's. I always enjoy reading the transcripts every month. Thank you kindly for them, David, and am happily waiting for this month, just like always.

I'm honestly still on the fence about voice acting, but it's actually not because of Step Two. I do think it would be doable to get all the lines done before November this year. However, the main problem are the adult characters because whoever we get to voice them will need to be able to stick around until 2028, when the final scripts are written. And I don't know if I want to hire them this early on in development, or wait until next year and then cast the adults when the majority of the script has been finished. Right now, you know, we're mostly at the halfway point. But, you know, maybe I'll end up deciding to go for voice acting in the Early Access release. We'll see. I am at least definitely going to have casting calls for the teenage characters that appear in Step Two this year. That'll be coming within the next few months or so.

Hope you had a great month, team! 1. What do the OL1 boys' signatures look like? Whose is this fancier and whose is more practical?

For Cove, I actually chose a real life that's made to look like handwriting to be his signature. For those who wanted to know what that would look like, it's called Alexandra Polly Regular. And it's sort of in between fancy and practical. I would say Baxter's is very fancy and definitely looks more like scribbles than letters, while Derek would be the opposite, and he'd have very clear letters even in his signature. It would definitely look like his name, just with a little bit of flair.

2. We know Baxter hooked up in his teenage years, but has he ever hooked up with men?

When he was still living in Golden Grove, he made a point to only openly date women, so that he wouldn't be seen as a queer kid in this small town. However, in college, he definitely hooked up with people of all genders, and he probably leaned more towards people who weren't women because of that sort of stifled experience when he was in his earlier teen years.

3. Please tell me that in Step Four, Baxter isn't still trying to wear a suit to a rock festival, haha. Step Three Baxter should be around somewhere.

Baxter would feel very self-conscious going out to an event not in a suit or at least a button-down shirt. But if he was going to something like a rock concert, he would, you know, go out on a limb for himself and wear something more appropriate for that venue.

4. And the last one, what color would the OL1 boys go for for their own wedding band? I wonder their personal preferences.

Cove is personally, you know, a silver platinum kind of guy. Derek would be most interested in the traditional gold. Baxter would think it was kind of funny if he got one of those more modern, sleek black rings. However, all of them are willing to be flexible based on who they're marrying and what kind of ring the MC has.

Hello GB and the whole team! Thank you, David for the transcripts. They have helped me a lot. My question is how would Qiu and Tamarack react if they found out you were mad at them? Or if they did something that hurt you?

Well unfortunately, it depends. It depends on what Step you're talking about, the relationship level, the dynamic they have with you, and also if whatever the situation is also upset them. Like if they did something they thought was totally normal, but it hurt the MC, it'd be very different than if they were like in a bad mood or upset at something the MC did, and then upset the MC in turn. Very generally, in all Steps, if Tamarack accidentally upset the MC, she'd be very apologetic and beat herself up for that. While Qiu would not care if it's Step Two and they're indifferent to the MC, but then if they were close to the MC in all Steps, they would want to make the emcee feel better and would also feel bad about it.

Hello GB and the talented staff of GB Patch! First month patron here. Really really love the games. So my question is, if you could magically make any character from *Now & Forever* a main romance option and have it perfectly fit with already existing code, assets, script, etc., who would that be? Thank you and keep up the good work.

It would be Ren Maury. She's really the only character that I think makes sense to be a love interest option. And if we had the time and the game wasn't already so long, she would have been a side option romance lead. But, yeah, if it could magically exist, I would definitely say Renee could be a main love interest for the game.

Howdy! Super happy to have my first month as a patron, and accessing a lot of sneak peeks and other new content. 1. What type of -dere would you best describe the five LIs from the two OL games as? Like Tsundere or Deredere or Kuudere as examples.

Well, I don't really know many of those archetypes, so I've looked up the Wikipedia for -dere types and I'm gonna try and pick ones. But I really– I'm not going to go through all of them. I'm sorry. But I'm just going to look at some of them and see if I can find something that sort of fits. Maybe Tamarack is an alma there. Derek is kind of a Deredere. Qiu would be a smugdere. Cove could be a dairy. And I guess Baxter is a dairy. And I apologize, that is probably not a very good answer and potentially painful to listen to if you know more about these character archetypes than I do.

2. I don't know if this was ever answered or not, but would Vianca be befriendable in Step Two to an MC who identified as a girl in Step One, but came out as a boy or nonbinary, etc.?

In Step Two, I guess it's what you mean by befriendable. Vianca will still be nice to someone she was close to before. It will become more awkward now that the MC is not a woman and she thought the MC was, and so she does feel a little bit awkward about that. But she will still be nice to you. But that's not really the player's choice. That's just how she's going to behave. And you can choose if you still like her and still want to be her friend, or if you don't like her and never liked her, or you used to like her and you don't like her now. But Vianca is just going to treat you how she's going to treat you in pretty set ways.

3. What kind of parent would Opal be to an MC who was really shy and clingy with her in Step One but always followed the rules, but as they grew more confident and outgoing after settling in, Golden Grove, became more rowdy and being willing to break the rules not primarily out of disrespect for authority, but having the bravery to try new things and explore now? Thank you so much for your time and consideration. Have a great rest of your day!

So the Opal relationship isn't as complicated as the system for the leads. If your MC is rowdy and a rule breaker in Step Two, Opal is just going to treat you as a rowdy rule breaker character. She's almost never going to reflect on the fact that you didn't used to be like that. Maybe occasionally in like a meaningful moment, she'll be like, "Oh, I remember when you were a kid and you were like, X, Y, and Z". But it's not going to change day to day how she treats you. So unfortunately, being shy in the past won't really make much of a difference to how the game reacts to your MC's personality in Step Two, at least when it comes to Opal and also other side characters.

Hello from Australia! This is my first time asking questions, but I love reading the transcripts and I'm glad to hear that David's doing better. I hope you're all doing very well! 1. My first question is in the spirit of Valentine's Day, we know this for the love interest, but what are Qiu and Tamaracks love languages?

I don't have a super in-depth knowledge on love languages, but based on my superficial understanding, Tamaracks is probably "gift giving" and "physical touch". While Qiu's would be "words of affirmation" and "quality time".

2. My second question is about OLBA, specifically Pam and Loni in Step Three. At 18 years old, you can choose to have been dating Cove long term or recently. But since you can't start dating in Step Two at 13 years old, I was wondering at what age Moms would have let MC and Cove start officially dating if you had a specific age in mind? I did also ask this on Tumblr, but I think I missed the ask window, so I apologize if you've seen this twice.

Yeah, that's okay about asking it on Tumblr. There's always more questions than I could ever answer on there. So sadly, a majority of them go unanswered just because, you know, I'd have to be answering them as like, the entire workday to even make a dent. And then more would just keep coming in. So I only answer, asks for like a few hours at a time on certain days of the month, but it's fine to ask it here as well. These Q&A's are a lot more limited than on Tumblr, where there's many more people part of the community there, so many more questions come in. But anyways, to answer the question, probably 15, and so you could have been dating for three years, but 13 still would have been pushing it as too young. So you'd need to wait at least two more years before they'd be comfortable letting you officially have a boyfriend.

3. My third question is, building off a previous Q&A, you mentioned wanting to give Tamarack an interesting hair quality because Cove had his weird wavy eyebrows. And when you meet Qiu, you can notice that their hair is pointy. Does Qiu have a widow's peak, and was that their interesting quality or did they maybe not have one planned?

That is Qiu's interesting hair quirk, both having a widow's peak and the fact that their entire hairline has little spikes in it. It's most obvious in their Step One ballet outfit where they've pulled their hair back into a bun, and you can really see all the ways that it dips in into a spike. And that is the only interesting hair quality that they have. And I was kicking around different ideas for Qiu, but I feel like a lot of times people with just like

plain dark brown hair are often given stuff to try and make it more interesting. And I felt like just keeping it as normal dark brown hair wouldn't be such a bad thing. It doesn't need to be all unusual, especially because it would have had to come down to some kind of like color alteration, and I just didn't want to change the simple dark brown color, because that's what really worked for their design. And it didn't need to be overdone. And that's why they ended up with a very spiky hairline as just a little strange hair quality.

4. My fourth and final question is also going off the previous Q&A. Without needing detail, which are the love interests would survive the apocalypse? It's been established that Baxter wouldn't, but what about Cove, Derek, Qiu, and Tamarack? Thank you for taking the time to answer everyone's questions. Have a great day and rest up!

I think for all of them, it depends. Baxter is just absolutely not equipped for that kind of thing. But depending on their ages and the circumstances. I think all of the other love interests have at least a chance of surviving in an apocalypse, while also having a fair chance of not surviving. None of them would be super likely. Perhaps Derek would be the most likely because he is very, he's got leadership qualities and crisis handling skills more than the other three love interests. But even he isn't like some kind of survival expert.

Hello GB and crew! This is my first Q&A and first full month as a patron. I'm loving it here. All right, so: 1. If you have crushes with Tam in Step Two, has she ever thought of confessing, or does her self-consciousness and anxiety prevent her from even considering the possibility?

She has never considered it. She feels like if it ever became like 100% clear that she did like the MC, she would be mortified. She'd never be able to say it herself unless there was some very clear signs from the MC, and she was more like continuing what the MC started, even if the MC hadn't fully said, I like you yet. Basically, it'd be like Cove in Step Two, where you have to almost kiss him in the loft before he'd even broach the topic of something like that. And Tamarack would be the same way.

2. I was curious if there would ever be any facial hair options for the MC dolls in Step Three, or more likely, Step Four? But I assume it might be difficult to implement given the different jaw types.

Yeah, that does make it more difficult than other types of layers. And another problem is the different mouth shapes. So, it'll be hard to fit a single shaped hair that won't overlap strangely with all the different expression types. But we are going to see if we can find some way to make it work, and hopefully not in a way that looks bad, but we definitely are hoping that there can be some facial hair options.

3. In Step Three. Are there going to be any in-Moment opportunities to confess to the leads? I think you might have said somewhere that there will only be confessions in between Steps, but I'm not sure if I'm misremembering. That's all I could come up with right now, but I'll have four questions ready for next month. Thank you and the team for all the hard work you're doing. The games mean a lot to me and many others. Just make sure you guys are also taking care of yourselves!

There will be opportunities to confess in Moments, but not in Step One, obviously. You can like, say in a kid lighthearted way that you have a crush on someone, but you're not going to get in a relationship when you're ten. In Step Two, there's no chance to confess in a Moment, but you can at the very end of the Step. So it's not like you can officially start dating, and then it's reflected in all ten of the Moments, because there's— you could have gotten together in the first Moment, and then have all the rest of the Moments to play. So in Step Two, it's only possible at the very end of the Step. Then in Step Three, you can choose to have gotten together in between during those four years, or you can not be together yet and then get together during special moments in Step Three. So not always, but in rare cases you can confess during a Moment. That's how it worked in OL1, and I want to make sure that the confession system doesn't become less good in this game. So I'm aiming for it to be similar amount of opportunities.

Okay, so I stopped recording there yesterday and now I'm back and we'll see how far I get into things today.

How does Qiu feel about doctor's visits as they get older? I could see them being very uncomfortable around Step Two.

Qiu does not like doctor visits, especially in Step Two, but even past that, I don't imagine they're ever really thrilled to have to go to the doctor, besides maybe in Step One.

Hello GP Patch, I hope you are doing well, and David too. I wanted to ask what would OLN characters' reactions would be if a rule following MC randomly just missed school and ran away from home for a day, assuming they were close with MC? Throwback to when Cove did the same thing in Step One of OLBA. Mainly for Opal, Tammy, and Qiu. I just want to see the difference in what each character would do and their reactions. Thanks for reading.

Generally, both Tamarack and Qiu would wish the MC had told them, and Qiu specifically would have been like "I would have gone too, why'd you just leave me at school?" While Tamarack probably wouldn't have wanted to skip school, but she would have said, you know, "I would do it for you." And Opal would have said that sometimes the MC is allowed to skip school, and so this counts for one of those. But if MC does it more often, it is going to be a big problem and they're going to get in trouble for that. However, it would be somewhat different if MC was really upset or was doing something dangerous while skipping school. Then they wouldn't be as light-hearted about it.

Hello! I had a question about Cove's interests during his teenage years. Would Cove be likely to play any sport that's not ocean related (for example, sports other than surfing or beach volleyball, such as basketball, baseball, soccer)? (Because my MC is set to be a soccer player hehe) If so, would he ever participate competitively, such as joining a school team during the period between Step Two and Three (middle school to high school)? Thank you so much for your time. Have a great day!

I'm afraid not. There is zero chance that Cove would join a basketball, baseball, soccer team, a football team, a wrestling team, anything like that. He would either be surfing or doing beach volleyball or running on the beach. Or if he's a particularly sporty person, he might do stuff in the gym or some kind of exercise class, but he would not want to be on a team with other people, and he also wouldn't ever competitively do anything unless it was surfing, really. He's not that much of a team player, honestly.

Hi! I have fallen in love with OL and its various characters. With the amount of characters, they are extremely well written. How are you able to get into the mindset of each one without blurring their personalities?

Honestly, I'm not sure I am the best at that, especially for the wider cast. Usually, you know the most major characters are very distinct, but then you know, the less screen time the character has, the more sort of broad and general their personalities can come

across. Something I like to do is I try to have characters at least in one age range all be very different from each other. So, like Mr. Lin and Mrs. Baumann are both very outgoing and social, but one is a younger dad and then one is a grandmother. And so that kind of general concept can be expressed very differently. Or Mr. Baumann is more quiet and reserved, and so is Mrs. Lin. But because of other things in their lives, the two are quite different. However, if you were to look at every game I've ever made and pick out characters around the same age who have similar broad personalities, it probably would be very hard to write them all in a scene and make them all come across as super distinct and not blurred. But I don't have to do that because they're in different games and I can focus on things like hobbies that are different and setting and time of year, things that are different to make things different in each game. But that kind of not aiming to have very similar characters in the same game, in the same age group, is a big way that I'm able to keep all the cast members seeming distinct, even if they're not the most major character.

Hello, just a random two questions. 1. Given how the default name for MC in OLBA was Jamie from *Harvest Moon*, what was the inspiration for Frankie? Is that a specific reference to anything?

That one is not a reference to anything other than our *Our Life* itself. I really liked Jamie for the default name of the first game, and I wanted the second game to have a similar vibe, but with a very different kind of spelling. So, I thought of a name that was gender neutral and ended with a “y” instead of an “ie”, but also had an “a” in it, and I just thought it was fun to have a similar yet distinct default name for the next game.

2. It's been a while since I played, but how far approximately is Prism Vista City from Sunset bird?

It depends on the traffic. It could be like 40 minutes away, or it could be well over an hour away.

Hello! Thank you and the team for all your hard work, and I'm glad David is feeling better now. Here are my questions. 1. Just asking out of curiosity and with no expectations of what you make in the future, but do you have another genre of game that you've been interested in developing? For example, a game with combat or exploration like an RPG?

It would definitely be cool to make a different type of game. I can't imagine I'd ever make a game with fighting mechanics, but making something that is more of like a simulation or exploration or puzzle type of thing could be very fun. If I was going to make something that had any kind of gameplay, it would definitely start out as being very simplistic. And then maybe in the future, even more complicated games could come out, but we'll pretty much always be focused on very story heavy games. It'll never be a game where it's mostly just doing the gameplay, and then there's minor cutscenes in between.

2. Do you have a particular program or method you use to keep track of all the different flags in the games?

No. I just remember the stuff that the game is tracking, or if something new has come up, then I just put in a note saying like, "This is a new thing being tracked for this particular Moment". But yeah, there's no system in place. I just am aware of the type of alterations that the MC has. And then I also remember the stuff that has happened in prior Moments and then can just use that memory to be like, "Oh yeah, they could reference this other thing from another Moment, if you did that first, because I remember that happened". However, the lead programmer, Shawna, does have a whole style formatting guide of all of the main types of MC-related alterations and dynamic alterations that they created. So, they have a system, but I did not do anything like that.

3. Last Q&A, I think you mentioned Cove will probably have similar interests, even if he grew up in Golden Grove. What kind of activities do you think he'd do instead, since a beach isn't as accessible? Thank you.

I feel like if he grew up in Golden Grove, Cove would only grow up as studious, and he would focus on still studying the fascinating world of marine biology and things like that. And he would be even more focused on taking care of his fish. But I don't think there'd be some kind of sport he would take up in this rainy mountain town instead of surfing.

1. Hello GB team, I hope you're all staying warm and cozy this winter! I had a question about one of the crush options during the opening of Step Two, where we can say we aren't friends, but the leads are still special. Is that meant to imply liking each other without being close or something else?

No. All of those choices still have the MC crushing and therefore being close because close is either friends or crushing. It just is meant to describe that you have exclusively

romantic feelings for her. Like you're not thinking of her as a friend. She is just someone special, as in someone you have a crush on, someone you're romantically interested in. But you could also be someone who views her as totally just a friend, or someone who is a friend. But you also have other feelings for her. And then the same thing applies to Qiu.

2. We know Qiu and Baxter like ballet and waltzing, respectively. But is there other types of dances that they enjoy? Would they have shown each other their own style as kids?

Baxter is someone who appreciates all styles of dances, though chose to specialize in the waltz, while Qiu is really only interested in ballet. And if they were going to do some kind of other dance, it'd be just like pretty general, you know, holding hands and swaying around and twirling with somebody, not any kind of specific dance form. As kids, the two would have seen each other's style of dances by watching the other's class or being, like, shown a little demonstration. But the two wouldn't have danced together in their different styles.

3. How would the OL1 LIs react to the MC becoming pregnant unplanned/early into the relationship?

Honestly, all three would probably just be extremely panicked and have no clue what they were going to do.

4. I did marching band when I was in high school, and I'm glad it's included as one of the extracurriculars we can choose, since I'd say it was one of the best things I had chosen to do. I was a little curious why color guard (the flags and rifle spinning) wasn't included. Was it that you thought the school was too small or other reasons? Thank you for all the hard work you all do. And don't forget to take breaks when you need to.

And yes, I did just think the school was probably too small to have that kind of extracurricular as an option.

Next, we have a question that was asked twice, so I'm just going to put both of them together. And the first one is: **Will we have more Moments where it's MC-focused? Qiu and Tamarack are great, but it feels very one-sided, other than that one Moment with Opal and the Lins, will there be more where it's us?** And then: **I don't**

know if you'll read this, even though it's a reply to my own question, and it's also kind of spoilery, but I'll ask anyway: will there be more moments that are MC-focused? I realize that Qiu and Tamarack are the main focal points of the game at large, or that the entire thing is MC-focused by virtue of you being the "MC", but I think there's immense value in expressing the way that the world and its people impact your character just as much as the impact your character leaves on the world.

So, there will be more MC-focused Moments, but only like 1 or 2 in every step. So, you know, there's the one in Step One, and there's one in Step Two and so on.

Unfortunately, the main character does not exist. They are nothing more than a large batch of programming flags, and it is very difficult to make an entire Moment centered around a non-existent person that can have dozens and dozens of different elements to them, based on how the player is playing things. So, it's hard to come up with situations that will apply to every conceivable MC. And then, even if I have an idea that could potentially work, actually putting it into practice and making it exist is very difficult and time consuming. So, because the MC is the way they are, the game just can't have tons and tons of scenes that are entirely focused on who the MC is. That is a downside of having a fully customizable MC.

I first want to say that both alive one and two have totally inspired me to want to write more. They are beautiful games, and I cannot wait for *OuOur Life: Now & Forever* to fully get here. I hope you are all enjoying working on these games. 1. In *OuOur Life 1*, did you know from the beginning that you wanted Cove to be neurodivergent, or was it something that started to fall into place as the game continued to develop?

I would say it was something that fell into place as the game developed. I didn't set out saying "the main character of this game is going to have autism". So, I was originally just focused on what are Cove's personality traits: what does he struggle with, what are his flaws, and what are his positive sides? You know, what are his circumstances in life? And then it was after I had created who Cove was that I realized that he does seem like somebody who would be neurodivergent, based on the personal experience I've had with people who are neurodivergent. And it wasn't the intended goal, but I felt like that was the correct way of considering his character once I had fully created his character.

2. (Falls into two parts) In *OuOur Life: Now & Forever*, will there be Moments where the MC can communicate with Qiu and/or Tamarack about gender discomfort/dysphoria, or wanting to be transgender (mtf or ftm)?

Yes and no. There are definitely times where you can express having discomfort with your body, or you can say that you're not sure about your own gender, but there's not entire Moments based around that, or even really extended parts of a Moment. It's usually just like one conversation in a group of many conversations for a single Moment.

Part Two of this question is behind the scenes of the change between Step One to Step Two, how did you come out to MC and their parents? Was it something that they just bluntly talked about, or did they need a lot of time and understanding to bring it up? Thank you for taking time to answer the questions. I hope you are all doing very well!

So, with their parents, Qiu was just very blunt and direct and tried to end the conversation as quickly as possible. And with MC, they could have been the same way, or they could have been more lighthearted and jokey about it, If the two of you are close. And especially if the MC, um is trans in Step One and told that to Qiu, and so the MC was like the first experience they had with that, then they would be like, "I guess what, MC you're gonna love this news!"

In the poly route, will Qiu and Tam ever develop feelings for each other or is it simply shared mutual love of the MC?

It is shared mutual love of the MC. Those two will never fall in romantic love.

Unfortunately, that would cause problems because then people would wonder why you can't just play matchmaker and get them together, or why there aren't more alterations showing the two developing romantic feelings for each other. And it would just exponentially increase the amount of alterations needed for an already very complicated relationship system, so that you absolutely do not have romantic feelings for each other. That is impossible to achieve.

Hello. Hope David is all better now. My question is: are parents (MC & love interest) in OLNf where they have different reactions to us starting a relationship depending on the level of intimacy we had with the love interest before? Like if your already crushes by Step Two, the parents will be less surprised that you end up together with them than they would if you get to be crushes a lot later.

There might be very minor line changes based on if you were always crushing, or you were friends for a long time and just became crushes, or if you were indifferent for a long time and now your crushes. But it won't change the entire reaction. They'll probably just be lines like, "Oh yeah, you know, we knew this was coming", or "Wow, isn't it amazing how things can develop?" Obviously that's not the real reaction, but you get what I mean. It'll be like a small touch, not like something that's really significant.

So I'm pretty dense when it comes to flirting, and I noticed in the Step Two prologue that your character can tell Yusuf that he can't flirt with Opal because she is working late. Does this mean it's common for him to flirt with her, and will we potentially get a romance between Yusuf and Opal? Sorry if you've answered this question in the past.

It is common for Yusuf to have some flirty lines towards Opal. As for whether or not a romance will happen, I can't say. We'll have to see. But the game will at least continue to acknowledge that he is making flirtatious comments towards Opal and expressing an interest in her.

My question is, by Step Two, does Ren actually see the MC as an actual friend or just the neighbor kid that's friends with Qiu? We get confirmation that the two are still friends in Step Two, though a little further apart. But we never really get to see Ren being close to or becoming actual friends with the MC by the end of Step One. Just curious how Ren will see the MC by Step Two, since we only have a tiny interaction so far.

It's not possible to be a particularly close friend to Ren in Step Two. And part of that is limitations of creating the game, where in many of the cases you just aren't able to prioritize doing something with Ren instead of by yourself or with one of the two leads. So, it's pretty obvious that you're not as close of a friend with her as you can be with other people. But in general, Ren thinks— well, she can think that the MC is a cool person and it can be fun to hang out with them as long as you don't actively dislike her. So you are friends-ish, but I'm afraid you're not super close friends, and Ren still has a much more meaningful bond with Qiu than she does with the MC.

I'm very, very curious to properly meet Tamarack's parents. I've been wondering. Tamarack mentions in Step One that she and her mom have the same hair color, but her mom dyes it to be different. I seem to recall that Dr. Baumann does so to

be perceived as more “serious”. Question 1. Kid at Tamarack thinks of it as a cool secret she knows, but as she gets older, would it bother her? Tam is so happy when she and the MC are the same, yet her unique sparkly hair is something her mother finds flawed enough to deliberately change (at least for herself), with the side effect of visibly distancing herself from her daughter.

In Step Two, Tamarack is actually quite understanding towards her mother because of that. Tamarack is highly self-conscious, and if her mom is also feeling self-conscious and wants to come across as a more mature person and doesn't want to be seen as some kind of frivolous kid, Tamarack can completely understand why her mom would change her hair. Tamarack doesn't feel the need to do that herself, but I'm sure she's already thinking that maybe when she's older she'll have to dye her hair a darker, plainer color so that she doesn't stand out as much as a more mature lady who's not a teenager anymore. So, it's actually something that Tamarack is reflecting in her own life, rather than something that she thinks shouldn't happen. However, Tamarack does not always stay this anxious and self-conscious, and when she gets older, she does continue to like her natural hair and keep it that way. So don't worry if you thought this meant she too would eventually do that.

Question 2/3: Why does Dr. Baumann dye her hair to be perceived as more serious? How long has she been dyeing her hair?

I imagine she was dying it at least since she's been in college, maybe even earlier. She has her own self-consciousness issues, and she just feels like this light, sparkly hair just doesn't suit somebody like her. You know, somebody who she doesn't view as being very glamorous or even that attractive. That's how she feels about herself. And so, she thinks just having a more plain, serious hair color will make it easier for her to be taken seriously as an intellectual, because there are some people who view lighter colored hair on women as something that is frivolous or is associated with more free-spirited and maybe even like party attitude kind of ladies. And that's not how she wants to be perceived, and she doesn't feel like she can pull it off.

Bonus Question 4: I just realized this moment, is this perhaps the origin of why Tamarack is so focused on being matchy and the same with people she likes? My impression is that she believes, on some level, that the more she matches, the less risk there is of abandonment.

There are two main elements to Tamarack liking the sameness. The first is that she was very sheltered and not around very many kids earlier in her *Our Life*, and so meeting somebody who is a lot like her is very exciting, and she thinks it's fun. And it's also reassuring to her that there are other people like her. And the other part is the fact that if the two are the same, then that should mean that they both like each other and get along. Because if they both like this, then why would they dislike each other? And so that is also a reassuring concept to Tamarack.

Then there were two people who asked the same question. So I'm going to put those together and it says: **Hello. I would like to ask if you have any other games in mind, like the wonderful game OLNf and so on?** And then another one: **Do you plan on making an OL3? If so, do you plan on having more cameos from your other games?**

And the answer is maybe, but I don't know how likely it is. I did actually have an idea for an *Our Life 3*. It would be noticeably different to the first two *Our Lifes*, but it would still have the concept of growing from childhood to adulthood in a single season, which I wasn't sure I would ever do again. But it has enough differences that I would be interested and capable of making another game with that kind of concept without it feeling repetitive, because it would be quite different. However, I am more if I have to choose to only make one more game after OLNf, it's going to be Project W, with this fantasy project that has nothing to do with growing from childhood to adulthood. But it is not 100% impossible for me to make a third *Our Life* game. And if there was a third *Our Life* game, there probably would be at least one cameo.

And then the first person who asked this also said another question: **What made you want to create OLNf and how did you come up with it?**

Well, the main thing is I wanted to have another game just like OLBA, but with different genders for the love interests. For *Our Life 1*, I could only have one leading character and I came up with Cove, the guy. And I didn't want to make other genders to be paid, optional side love interests who have a fraction of the content of Cove, so I ended up making both the side love interests also be guys. But then I wanted to be able to give this kind of growing up experience to people who didn't want to romance a guy or even be friends with Cove. You know, there's some people who would just prefer to have a best friend who's a girl or fall in love with someone who's non-binary/gender fluid. So I really wanted to have at least two games in this series so that hopefully people with all

preferences could have a fun time with this kind of concept. And I actually had a vote for like, the general vibe and setting of what OLNf would be. I had lots of ideas for the second *Our Life* game. It could have been in spring or winter or fall, but then the winner was fall in a mountain town. And so that's what I went with and I think it really worked out.

Hi! Did Cove have any friends before he moved to Sunset Bird?

Not really. Unfortunately, things were not great at home, which caused Cove to become more reserved and have a worse attitude with other kids around him. And when he was very young, he probably got along with everybody, but before the move happened, he was already withdrawing a lot. And so, things were not going very well for him in his personal life.

Hi, this is my second time asking questions. So again, sorry if they have already been answered. 1. Feel free to skip this one if it doesn't follow guideline three, but I had a question regarding the transition between Step One and Two. During the transition, if you are playing as a trans character that hadn't yet come out to anyone but Opal, you are given the option to either come out in between Steps or have yet to come out at all. I was wondering if it was planned to have an option to have come up to your close friends, but not everyone else, namely Qiu and Tamarack. Especially given Qiu's situation, I think it would make sense for the MC to still be afraid to come out at large, but comfortable enough to come out to those close to them. Again, really sorry if this broke the guideline.

I'm afraid that won't be a feature simply because of the intense programming complexity it would add. The pronoun system is very complicated in OLNf because of having multiple pronouns, being able to add your own custom pronouns, being able to choose the frequency of which pronouns are used, and it would become exponentially more complicated if there were some people who knew you by one set of pronouns, and then everybody else knew you by a different set of pronouns, and every scene would have to consider who is in this scene, who is not in the scene should be going with this set of pronouns or this one, and it's just not something we can manage. So, you have to choose one set of pronouns, either continuing to use the ones you already have because you're not ready to come out, or to come out with everyone and to have a completely different, or at least, you know, an altered but altered with everybody pronoun set

2. Okay, so I just thought of this one when playing the first *Our Life* game. When we see Baxter in the wedding DLC, he is wearing a purple shirt. This is the only time thus far we have seen him in a colored shirt outside of the accidental tan lol. So my question is, has his personal color diversity expanded past black and white? Or was this also sleepy Baxter by accident? Anyway, that's about all that I can come to mind for now, haha. I hope you and everyone on the team have been doing well. Can't wait to see more as it comes!

Baxter, as an adult has given up on his black and white and grey only phase. Instead, he just sticks to more dark and muted palettes, but is fine with wearing things that are a color and not just, you know, a lack of color with black and white.

Hello, I have a genuine question about how do you write characters, if that's okay? Like Baxter is the video game character that touched me the most because while playing his path, I just saw a freaking mirror and it made me realize how human and realistic *Our Life* characters are painted like. Their strong points, their flaws, their paradoxalities. It is beautiful and so well written. Do you take inspiration in real life experiences? Do you study psychological traits? I'm very curious because, well, how beautifully your characters are done and as a writer it is inspiring! I apologize in advance if it's too personal or too long to answer.

Well, it's really nice to be told that the characters are realistic. It is definitely difficult when you're a writer to try and decide that for yourself, but then when you read other people's work, you can see it in them. And so, you know, you never really know for yourself until other people have been able to read it and you can see how they feel, but you just try your best anyways. I am not the best at advice giving, and I'm definitely not a teacher in any way, but a general approach I have is that all characters have reasons for why they're doing things, and there is no such thing as "they're just doing it for no reason", or even if someone else can't understand it, that does not make it actually impossible to understand. There are reasons for all the things that everybody is doing, and so I always try to make sure I understand what is the reason for the stuff that they are doing, and why do they have this kind of reasoning. I think it's very important to make sure you are convincing yourself, because you're the only one involved at this point. And if you're not even convinced there's any kind of personal, emotional, relationship-based reason for the stuff that's happening, or you feel it's weak and just there to have some reason, then nobody else will even have a chance of agreeing with

you. So you really have to make sure that you are willing to buy what you're creating. You have to really think that, "Yeah, this just based on my own understanding of people, this is something that could happen and this could be, you know, the deeper, hidden reasons behind it". As for how you can try and get to a point where you feel like you can come up with reasons for why people do all the things that they do, I do like to read other things and get sort of a full explanation from someone else who's created something. And it could be fiction, it could be non-fiction, like a real person explaining their thought processes behind their own life. And then just keep going into any kind of character or even real-life encounters or, or hearing about someone you don't know, and just trying to think like – it is not just that somebody is like, "Oh, they're crazy! Everything they're doing is nonsense!" You just have to keep an open mind that there is something there that has convinced them to do it, and that's why they're doing it. And lastly, I'll just say to never, ever be afraid of character flaws. I am personally a flaws-forward kind of character writer. I really make sure I stop to consider what their flaws are when initially designing a character. And that's often what makes them more interesting, because flaws can create compelling drama, or they can just be kind of amusing and add funny or unexpected elements to what would otherwise be pretty standard interactions. So, don't be afraid that people are going to dislike your character because they have some kind of flaw. Players are much more likely to dislike a character that has no discernible flaws than a character who has well utilized flaws.

1. In broad strokes, what do you imagine Serenity and Vianca's families are like?

Both of them have two parents, a mom and a dad. They're working families. Vianca, I am kind of imagining that she has brothers she doesn't get along with. While Serenity is an only child. And I guess that's kind of the main things with their families. They are – Serenity probably has a good relationship with their parents, while Vianca's is probably more mixed. And they're both like lower middle class; not super struggling, but definitely not really well off.

2. If Step Two OL2 took place today, what social media platforms do you imagine the cast would use? Specifically, Tamarack, Qiu, and Renn (and Serenity and Vianca, if that's not too many). Would they be allowed to have accounts, and if so, what kinds of platforms would they gravitate towards?

I don't imagine any of them would be banned from using social media by their parents. None of them have like super controlling parents, and social media at 14 is often

considered totally fine and reasonable, so I feel like they'd all be able to use it. It is a little tough to say what kind of social media platforms they'd be on, especially these days, because so many platforms have honestly been taken over by terrible companies, or they're the same company, but the policies have changed to become even more terrible. Qiu and Serenity I could see getting on BlueSky, but like if they were 14 and they were just starting to get into social media, I really don't know if they want to make like a Twitter account with how Twitter is these days, or an Instagram account with how Meta is these days, or TikTok with how things are changing on there. So unfortunately, it's not really fun to imagine what kind of silly social media shenanigans they'd be getting up to, because the modern-day social media landscape is so awful.

3. What led you to decide to leave Shiloh as such an enigma? Just curious since it seems you have a fairly solid grasp on the futures of the other jerks, but with any questions about Shiloh, you know as little as we do lol.

So, this comes from the fact that originally I wanted to make a more standard school life dating sim, where the characters had some flaws but were overall very nice. However, partway through starting to design the cast, I realized they actually wanted to give them all ridiculous jerky personalities, and I thought that would be a lot more fun and funny to write. And Shiloh was a difficult character to sort of turn into a jerk who would fit into the rest of the cast. You know, somebody like Everett, who originally was just going to be more of a slacker class clown type, obviously became much ruder and more difficult to deal with, but that wasn't that hard of a switch to make. But Shiloh was essentially this go getter leader-type who struggled to say no and was always getting involved with stuff because people knew that he was helpful and was willing to help. And how do you turn somebody like that into a jerk without just completely changing the personality? And so, I decided that all this positive, helpful stuff he was doing was fully for self-motivated reasons. But, you know, it's so extreme. And when I asked myself like, "What would be, you know, the satisfying explanation for why he is this way once you got to know him better?" Like the other leads, you can get insight into their lives and try to understand why they have these bad personality traits. With Shiloh, I just felt like there wasn't one single explanation that was really worthwhile enough to make you understand why he was such a weird little creep. And it was actually funnier and made his character better if there was no explanation given! There is not a set canon answer in this case because he has such an extreme, unrealistic personality. All of the characters are quite exaggerated, but Shiloh in particular is just not really a real person. He's just a funny

character, and it was just even funnier if you never got a clear explanation. And so I continue that by never providing a clear explanation, even when people are asking me directly.

4. This is a personal question, so feel free not to answer. But if I'm not mistaken, Shawna and David are both siblings of yours, right? What is it like working with your siblings? Do you have other siblings you're not working with? And how is it writing so many of your characters as only children, considering you're not one yourself?

So Shawna is not my sibling. They are someone I've worked with for many years, but we're not related at all. However, David is my older brother. I do have many siblings that I am not working with. I have six siblings. David is the oldest of them all and I am the third child, so I have four younger siblings and two older siblings. Being able to work with one of my siblings is very nice. I know that David is, you know, exceptionally supportive of me and he wants to do whatever he can to help and I feel the same for him. So we are both, you know, mutually supporting each other as best as we can. And so it was always a very positive experience. It's never caused like strife in the family. As for writing characters, it is quite difficult to write characters who have siblings, especially multiple siblings, because having more characters on screen is always a lot more effort, and having siblings who never appear and are just mentioned can easily come across as strange. So, most of my characters have been only siblings since I started writing over a decade ago. So at this point, I feel like I'm quite used to it and it doesn't impact things too much, but I guess it's up to other people to decide if I'm getting the only child life wrong, because it's never been something I've experienced.

Word up. Had a few questions, just don't have them all at once, of course. A couple that I did have to do with voice acting. 1. Will there be voice acting in steps one and two when they're fully released?

I did answer that question earlier. I guess I missed putting this question with the other question that asked this, but the answer is maybe. We'll see. The biggest problem is those adult voices that will have to have real people stick around for many years if I cast them now. So, we'll see.

2. I saw in the roadmap that there were also going to be voiced nicknames. I was under the impression that the nicknames wouldn't be voiced. Has that changed? Thanks for listening.

So, the voiced nicknames are a separate set of options. So, players who backed for voiced name could not say "I want this to be for nickname". The voiced name they chose is for the character's first name. The nicknames will be things like "Bro", "Pal"; if you get into a romantic relationship, it could be like "Sweetheart" or "Honey". I don't know if these would really be in there, but it's basically people who can't have a voiced first name because their name is not on the list can instead have one of these broader voiced nicknames that are personalized to a degree because you're choosing from a list of 20, but can still apply to a huge variety of people.

I hope you and David are doing well. Thank you for all the hard work. I have three questions for you today. Normally I only ask one, but I suppose I'm more curious this month haha. 1. What sorts of scents would Tamarack and Qiu enjoy on themselves? Like shampoo, body wash, body spray, etc.? Not necessarily candles they'd enjoy, but instead how they'd want to smell day to day. I think you can learn a lot about a character/person based on the way they smell.

So, I'm afraid I've only written steps one and two, and I feel like in both of those time periods. They're mainly just using what their parents buy at the grocery store, and it's not really a personal choice. So, by Step Three and Four, they probably do have certain scents that they are choosing to get for themselves. But I don't really think there are specific body wash/shampoos that they use. It's really just the parents/grandparents deciding.

2. What specific songs or bands do you think Qiu would listen to or be considered a favorite? You can include modern-day songs or bands, even though they wouldn't have existed in the oh two timeline yet. I'm just curious what sort of music they'd listen to. I predict there's definitely some secret emo bangers included, lol.

I personally don't know enough about music to mention any kind of specific band or song that they would listen to that's real. Very broadly and generally probably does listen to like rock and punk and emo stuff, rather than anything super poppy or like country.

3. What sort of TV shows would Tammy and Qiu watch if they found themselves sat in front of the television with nothing better to do? Thank you for taking the time to answer all my questions, GB!

Tamarack would probably be watching like the Cooking Channel or some kind of daytime TV movie, while Qiu would probably be watching like a sitcom or a cartoon, or maybe some kind of competition show.

Hello GB and David, hope you're having a great day. Here's my question: if they were friends in Step Two, would Ren be willing to go skating with the MC? Like if the MC loves skating and maybe has been skating since Step One or something. It would be so cute if they could show each other some cool skateboard tricks. Not that I actually expect a scene like that in the game. This was just a fun thought I had.

Yeah, if MC was a skater, I think Ren would have fun going out skating with them. Sadly, there won't be a scene like that in the game, but it's certainly something you could headcanon as happening.

In the future, will there be more content or like DLC for Our Life: Beginnings & Always?

No. I'm afraid that game will never get any more DLC or added scenes. I don't even really know how to write that game anymore. It's been too long and I just can't get back into that mindset and particular script writing style.

Hello, hello! I have a question for Valentine's Day! Step Four Cove, Derek, and Baxter are offered a chocolate out of a random assortment with no guide. What would they be happiest to end up with and what would they be most displeased with? This also extends to you and David.

Cove would be happy with something that had like a fruit cream filling or nuts. Derek would prefer a truffle center or a caramel center. Baxter would be happiest with just solid dark chocolate. Cove I'm not sure would be super displeased with anything; he'd still just enjoy the chocolate. Derek would really hate to get something with white chocolate, and Baxter would dislike getting something with a really overly sweet filling. As for me, I like dark chocolate with a fruity or caramel filling. And like Derek, I hate white chocolate and would not eat it. I'm sorry if you give me white chocolate.

If the characters from the *Our Life* games were foods, what foods would they be? Haha! Would Qiu possibly be a quissant?

That is a funny question, but I don't really have good answers, especially not for all of the characters from both of the *Our Life* games. I don't know if the decision would be made based on a food that sounds like their name, or based on a food that is sort of similar to their design color scheme in some way, or that feels fitting their personality or the type of food that they like. I don't thinking, but I really don't know what the best answer would be for this question. So, sadly, I think players will just have to decide for themselves what food they associate with the characters for whatever reason they choose to do so.

Hello GB and David, thank you for the Q&A sessions as always! Here are my questions: 1. If Derek and MC has a child, what kind of uncles would Nicholas and Jorge be? Would they be the type to spoil the child and babysit them?

Both of them would definitely be willing to babysit if it would help Derek out, but I don't think either would spoil their niece or nephew or anything. Mr. and Mrs. Suarez would, but not Jorge and Nicholas. Nicholas would be not that thrilled. It would definitely be work for him. He'd think about how being a kid is super fun, but taking care of kids is not fun. And he'd try and do stuff that a kid would like and try to entertain himself in the process. But he's definitely not the most nurturing kind of guy, especially when he's still younger. I guess if they had a child much later in life, he would be more mature and better at taking care of kids. As for Jorge, he would be pretty awkward taking care of kids or babies or toddlers. And he would definitely try to be very responsible about it. His priority would be, you know, safety and following any guidelines given to him and making sure the kid had food and water rather than trying to make it a fun time.

2. Would Derek's parents spoil their first grandchild? I mean, it would make sense if it was Derek and MCs, but yes, would they?

Yes. The Suarez parents would be very excited to spoil a grandbaby, whether it was Derek's or Jorge's or Nico's.

3. Let's say MC has a very busy job, like being a doctor or lawyer. Would Cove be mad at MC if they couldn't attend their child's school activities or shows consecutively? Like how he gets mad when the MC doesn't really make time and

such from previous Q&As. So does it also apply when they have children already?

Yes, he would be unhappy with that. He would want his kid to have both his parents there, especially if they lived in the same house and it was just work keeping the MC away. You know, he'd definitely try to be understanding, but it would make him upset to see his child growing up with one parent not around very much.

4. Let's say MC is a notoriously terrible cook. Would Cove be the person to endure MC's food where he just pretends to like it to spare MC's feelings? Or will he tell us it's bad? Outright, bluntly or gently? That's all. Thank you so much. And I hope this wasn't too hard to answer. Have a nice day!

Cove would not care that much if the food just didn't taste good. But if the MC, you know, was burning stuff and filling the house with fire and smoke, or if it's undercooked and, you know, potentially dangerous, he is going to mention those things and potentially offer to be the one who cooks or to cook with the MC or provide some other suggestions to avoid these problems. But if it's just that it's under-seasoned or over-seasoned or some – there are some strange things mixed in there. Cove's not really going to care that much and he'll just eat it.

And that is the whole Q&A for this month. Thank you to everybody who sent in questions. I hope that was very interesting to listen to or read the transcript, and I'll be back again to answer more questions next month. Take care everybody.