

# May 2nd, 2025: 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 5 votes from the Super Patrons on Discord!*

**Sophie Simmons:**

Hello! This is my first dev chat and I'm super excited to be here!

I'm curious since para's have a height slider, is it planned/possible for pets to have the same? I have two horses that have a big height difference and recreating them accurately would be so cool!

Love the work y'all do and can't wait for early access!!

**Jérémie:**

Hello! Work on pets hasn't started and they will not be available when the game launches in Early Access, therefore it's really hard for me to answer that question! With our newfound expertise on height sliders, I'm not sure if it's more likely or less likely than pets will have them, they are a lot of work and might not bring the best bang for our buck, if we take into account the time it will take versus what it will add to the game. We'll see, but I'd err on the 'no' side right now!

## General questions

**Vec:**

Hey devs!! Sorry if this has been asked before, but now that you've started working on the Patreon NPCs, I thought it'd be a good time to ask:

How are you planning to implement all these random NPCs in the game, especially when it comes to the social side of things? I'm not fully familiar with the plan for socialization in Paralives (even with other types of NPCs), but 2000+ NPCs sounds like a LOT. I'm guessing they won't all have their own houses, jobs, and so on. Will we still be able to interact with them? How will they fit into the world?

Thanks so much, super excited to see everything coming together! Also WELCOME Émémie!!

**Jérémie:**

Hiya! There seems to be a slight misunderstanding here. The legendary characters will not all be present in the world at all times; here's how it's planned to work. When you start a new game, the town will be populated with Townies we've handcrafted ourselves. When they move out of town (either from dying or other reasons), a random household of legendary characters will move in to fill out the empty house. You'll be able to make your own household of characters appear in the town using a cheat, but otherwise it's not going to be all characters all at once, that would be way too much aha! Thank you for the question.

**Ozymandias:**

Will there be a system to prevent certain items from being removed for career outfits - for example glasses, hearing aids, etc.?

**Anna:**

There's no career outfits planned for now, so it is not really a problem we have! We'll have to see in the future if we have them and depending how the outfits work!

## Devs questions

**My Lord Gui, Poutine Connaisseur:**

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

**Alex:**

Hi there Gui! I'm doing well, thank you! We're working on something pretty exciting and we'll be able to share more soon :)

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

**Léa:**

Hello Gui! My week was great thank you! I had a bad cold last week so I'm taking things slow, reading and resting a lot 🤒👉

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

**Anna:**

Hi Gui! I'm good ✨

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

**Alice:**

Hi Gui, my week was good, quite busy! Hope you're doing well :)

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

**Jérémie:**

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

**Sonia:**

Heya, im doing good thanks!

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

**Andrei:**

Hey Gui! I'm finishing reading Berserk and I don't know how to feel about it :')

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

**Chloé:**

Hi Gui! I am good, my week has been nice albeit a bit busy!

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

**Gab:**

it went well, thank you!

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

**Richard:**

Yea :D i'm good!

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

**Alejandro:**

I had a good week! I hope your week was just as good!

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

**Charlotte:**

Doing good ! -:) Enjoying the nice May weather.

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

**Lina:**

Hiiii!! I'm doing well! I hope you are as well !!

**My Lord Gui, Poutine Connaisseur:**

Welcome Emelie! I'm Gui, one of the local quebecker, a train guy and the wellness inquisitor! I'm putting you in the interrogation box! How are you? How was your week?

**Émémie:**

Hello Gui! Always awesome meeting a fellow quebecker! I'm doing pretty great, my first week at Paralives has been extremely productive and very fun. It helps a lot that everyone on the team is super nice ♥

**Entirago:**

Hey Émémie, what's your favourite thing about Paralives so far?

**Émémie:**

That's an excellent question, and a very tough one. I would have to say the way the Paras interact with each other ingame, and how as the player, you can pick how they interact with each other, what topics they talk about, etc. It makes the game really fun and engaging. Oh, also the newly added ability to be mean 🖤 Very very fun.

**Entirago:**

How long does it take you to work on a building in Paralives? Not just for those making the town, but for anyone using the build tools

**Chloé:**

It depends on the scope and scale of the building! I've been able to make small complete builds in an hour, but when I make massive builds, it can take hours just to build and work on the exterior and layout (I am indecisive ahah), and then more time to decorate to my liking!

**Léa:**

It also depends on the importance of the building! If it's a building that has a specific use, like an important landmark, we are going to make a lot of back and forth with the team to make sure that everyone likes it, and it takes time! But usually for small builds it's an hour or so 😊

**Alejandro:**

It really depends on the build. I've taken more than 2 hours on a complexe build, but some I had taken less than 30 mins, just to say that it is good enough that you can do most of the ideas you can have. .

**WickedBrony:**

Who would you make as a Para purely to be mean to?

**Alice:**

Mmm I'm not sure, I don't have this kind of hate in me 😊

**Léa:**

I take good care of all my Parafolks so I don't know 😊

**Andrei:**

Nah I couldn't. One if the first things from Paralives that I fell in love with was this feeling of always wanting to take care of my paras hahaha

**Alejandro:**

I have no enemies ✨

**Charlotte:**

... Sometimes you gotta do it for the testing 😊

**Iceman:**

Maggie and Sebastian suddenly become sentient. What's the first thing they say to you?

**Léa:**

"Why the weird hands Léa?! Whyyyyy?!!!! Also, thank you for making us look good!"

**Ozymandias:**

Welcome to Paralives, Émémie!

**Émémie:**

Thank you!! I'm overjoyed to join the team!

**WickedBrony:**

So, Émémie, you've been playing around in the Paramaker, it sounds like. What do you like and dislike about it? (That you can tell us, of course.)

**Émémie:**

That has to be how customizable everything is. It's really lovely that I can literally create anyone with all kinds of features, and I deeply appreciate that no one will feel left out in Paralives. The tattoo system is awesome, since you can really be specific on where you place the ink. I also adore the color wheel feature, and how it's implemented on ALL parts of the Para. Really gives the player a chance to be creative. I guess the only gripe I have right now are the occasional bugs I run into once in a while, but those are quickly resolved by the team.

## Live mode

**Entirago:**

Would there be a personality (parasonality?) that doesn't understand flirty interactions and takes them as normal compliments?

**Anna:**

That's not a thing right now but that would be a nice idea!

**olet:**

Is there an idea of how many generations back recessive genetics can be inherited from? Such as grandparents, great- grandparents, etc.

**Anna:**

For things like color of hair, skin or eyes, and hair textures, genetics work with recessive genes and alleles in the game so a trait can reappear multiple generations after depending on which alleles are passed down, so there's not really a limit. A character doesn't get these traits based on the traits of their parents or grandparents, but rather from the two copies of the "genes" randomly selected from the possible pool of their parent's genes. However for "numeric" traits like the slider values for each part of the body, it is limited to a draw from the parents, there's no gene system attached for these, at least right now. Hope that answers your question!

**olet:**

Will babies/toddlers have a different types of vibes/social perks/talents or will they have the adult personality system?

**Anna:**

That's one of the things we are currently working on so I can't really answer yet, sorry!

**olet:**

Is there a limit on how big of a group of paras you can select at once? Like, if I host a dinner with 50 paras, will I be able to select them all and have them all sit and eat dinner at once?

**Jérémie:**

At the moment there are no hard limits on anything; this is something that will come later when we're fine-tuning these kinds of things for performance and design reasons. Of course, your specific example will hit some theoretical limits; your household size won't be as high as 50, you would need enough room and food for 50 parafolks, NPCs in the group might not all stick around, etc. But if the stars aligned and we didn't add a "hard cap" to the number of characters that can be selected at once, who knows?

**Ariana:**

Hi! This is also my first dev chat as I just joined the Legend tier today! I'm super excited to be able to get a closer look at the development and creation of this game! ♥

I would like to know if Paras will have the opportunity to steal items from other Paras homes or from public lots. Will there be a criminal career or something along the lines of that? Hopefully you guys are able to give us hints on this! (Edit was to fix grammatical errors)

**Jérémie:**

Heya! This is not something planned at this time. We have to finish our core of important interactions and careers that most people will enjoy before thinking about more 'niche' gameplay experiences. This is something that we could add or think about in the future, but I have nothing to say about such a career or gameplay mechanics at this time! Thanks bunches for the question!

## Paramaker

**Ariana:**

I don't know if this has been asked before, but I wanted to know if you guys plan to create/have created clothes that us future players have suggested in the discord chats? I have seen (and suggested) some really cute, fashionable clothing items that I'd love to see in the game! ♥

**Sonia:**

Yes! I saved some really interesting suggestions that I saw in the Paramaker discord channel! Some of them are super original clothes/hair/accessories, and some are more regular items that we didn't think about hehe