

April 25th, 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 for details.

🌟 Community's choice question

This question got 8 votes from the Super Patrons on Discord!

WickedBrony:

So something that recently occurred to me as I was thinking about the game. Will each personality perk have a weakness associated with it as well as a strength? Like maybe a Para good at taking care of others tends to be sick a little longer because they don't tend to rest to care for themselves. Maybe a para good at being alone gets really uncomfortable when part of a crowd. Maybe a para who's good with family is more vulnerable to being depressed when all their kids move out. Etc. etc.

Jérémie:

Howdy! Good question! That's not the way we're currently going with personality traits, so the short answer is "no". While some Vibes, Talents and Social Traits might have some "negative" effects, they are exceptions more than the rule. Being "Good at nothing" makes your Para overall worse at learning skills, being "Gloomy" will make your Para angry whenever an Overjoyed Para attempts to cheer them up, being Grumpy will make your Para react negatively when people try to gush about their kids, but these are all very precise effects and not global weaknesses across the board.

Ultimately, our Traits are worded in a way that emphasizes this. Your "Good at being alone" Parafolk is not necessarily an "Introvert" or "Bad at being with people". Think of our Traits as character classes in a roleplaying game, your cleric is worse at dealing damage than your rogues or fighters, but you could try building them that way if you want to.

You could also think of "weaknesses" as "reverse strengths" in a way, if your "Good with Family" Parafolk gains a bonus to their mood whenever they're performing group actions with family members, you could say that they are "weaker" whenever they are not doing that. We just currently don't feel that slapping an extra negative effect whenever they're not doing a group action with family members would be very satisfying.

Hope that answered the question a bit! Thanks!

🎮 General questions

indi:

Do you know yet how specific the aging will be, and how much control over it we'll get to have (i.e., controlling/turning off aging for individual paras vs. for households vs. for the whole world)?

Alex:

You will be able to change the duration of the life stages in the option menu. Right now, we don't have options to stop aging for a specific Para or for the NPCs but it's possible that we add these options later on!

indi:

What sort of accessibility options are you planning or hoping to have?

Alex:

Key bindings can be changed to accommodate players, the speed of time can be changed to make the game easier or harder, the scale of the interface can be changed, the camera shake intensity can be changed or turned off.

In the future, possibly after the release, we would like to add more options to change the gameplay difficulty, add color filters to help people with vision issues and add more accessibility options in general

Aidan Hartwin - PING ME PLZ XO:

Will there be randomized townies or will they all be custom created?

Jérémie:

As we do not have systems (or even a design of a system) to randomly generate townies at this moment in time, it's most likely that when the game releases in Early Access all townies will be custom created.

Kalamity:

Is Paralives planned to utilize a launcher?

Alex:

There won't be a launcher for the game. Paralives will be available on Steam and you will be able to launch it directly from there.

👉 Devs questions

Gui

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

Alex:

Hey Gui!

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

Léa:

Hello Gui! I've been super sick again this week, I hope you're doing better than me 😞

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:

Hi Gui, my week was good! Still working on exciting stuff. Hope you're doing well! 🌟

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

Jérémie:

Hello!

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

Sonia:

Heya, im doing good thx!

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

Andrei:

Hey Gui! I was still sick for a bit but now I'm good to go! Thanks for asking!

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

Chloé:

Hi Gui, I'm good! :D

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

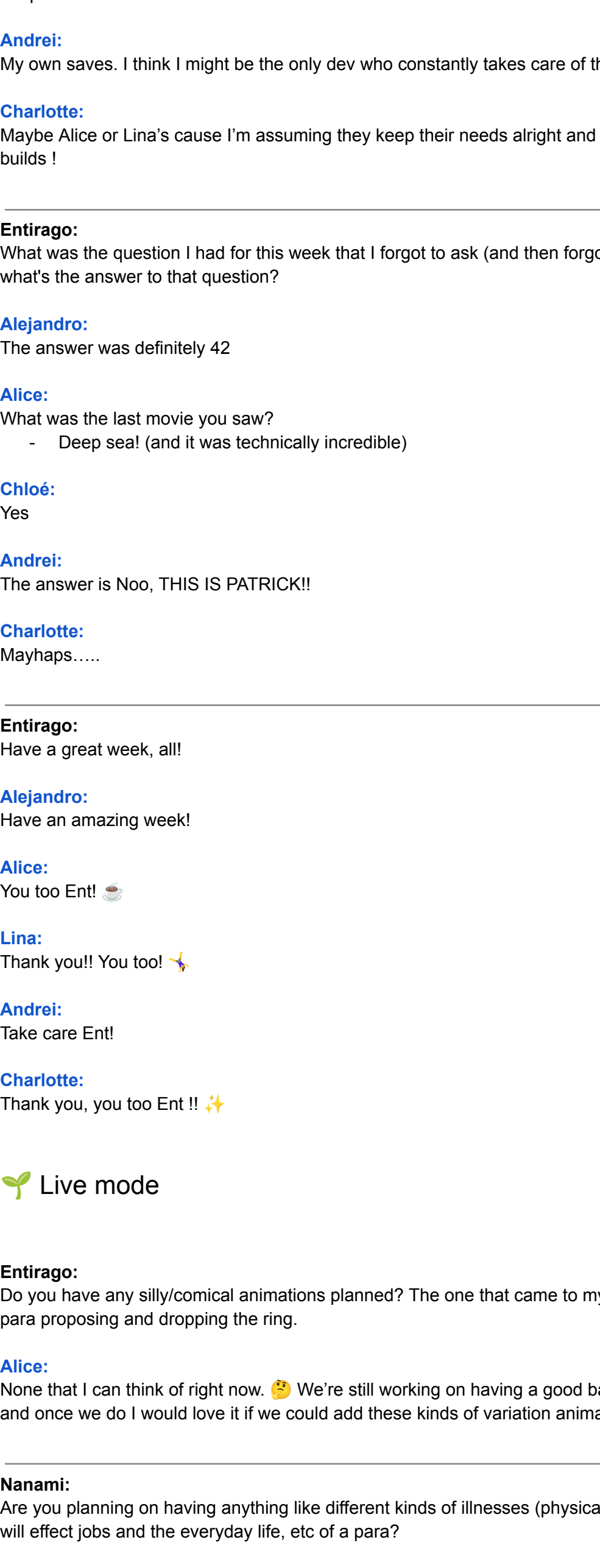
Gab:

It was good, thanks!

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

Richard:

Sewing machine



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:

It was good, thank you for asking ! :-) Hope yours was lovely as well.

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

Lina:

Hi Gui! I had a nice week! Still too much rain tho

My Lord Gui, Poutine Connaisseur:

What is your comfort game? The one you always go back to?

Alice:

There aren't a ton of games I can really replay. If it's got a big story, I probably won't go through it again, even if it was great! The ones I keep coming back to are more sandbox-y, like Parkitect, Planet Coaster/Zoo, the Monster Prom games etc.

Alejandro:

Definitely Halo, Left 4 dead 2, Bloon tower defense and Minecraft, any of those game I love to play from time to time

Gab:

Age of Empires :,) first computer game i ever played, still feels so nostalgic to me!

Chloé:

Mario Galaxy

Lina:

I'd say the sims!

Andrei:

Minecraft. I could be 50 years old and I'd still somehow go back to it even if it's just for a day

Charlotte:

Skyrim with 100+ mods 🥰 Otherwise, I'd say Stardew Valley and Palia are two others !

Léa:

Stardew Valley 🧡

My Lord Gui, Poutine Connaisseur:

Are some of you enjoying the Oblivion Remastered?

Alejandro:

I have not played it, and my game pass is expiring soon, (it became a bit too expensive) so probably will not play it soon :(

Richard:

Meh

Andrei:

There are already so many games that I wanna try first BUT THERE'S NO TIME

Charlotte:

Not yet ! I'm trying to focus on finishing my current backlog before adding anything else haha.

WickedBrony:

You are now a para in the save file of one of your coworkers. Who's save file are you hoping it is, or hoping it isn't?

Alejandro:

Definitely not Charlotte

Alice:

Probably in Chloe's and Lea's saves, love their builds!

Chloé:

Unfortunately for Alice, Paras are more often than not near death in my saves because I neglect them to build fun stuff.

Lina:

I hope not Richard's

Andrei:

My own saves. I think I might be the only dev who constantly takes care of their paras 🥰

Charlotte:

Maybe Alice or Lina's cause I'm assuming they keep their needs alright and they're in pretty builds !

Entirago:

What was the question I had for this week that I forgot to ask (and then forgot what it was), and what's the answer to that question?

Alejandro:

The answer was definitely 42

Alice:

What was the last movie you saw?
- Deep seal (and it was technically incredible)

Chloé:

Yes

Andrei:

The answer is Noo, THIS IS PATRICK!!

Charlotte:

Mayhaps.....

Entirago:

Have a great week, all!

Alejandro:

Have an amazing week!

Alice:

You too Ent! 🍷

Lina:

Thank you!! You too! 🌟

Andrei:

Take care Ent!

Charlotte:

Thank you, you too Ent !! 🌟

🌱 Live mode

Entirago:

Do you have any silly/comical animations planned? The one that came to my mind is a clumsy para proposing and dropping the ring.

Alice:

None that I can think of right now. 🥰 We're still working on having a good base for everything, and once we do I would love it if we could add these kinds of variation animations!

Nanami:

Are you planning on having anything like different kinds of illnesses (physical and/or mental) that will effect jobs and the everyday life, etc of a para?

Anna:

There won't be any serious illnesses in the game that have a big impact on gameplay, but there might be small things like a flu-like virus that you can sometimes catch and that might make you skip a work day or other responsibilities. Details are not confirmed yet!

Aidan Hartwin - PING ME PLZ XO:

How many townies do you expect to have in the town? How will you randomize the spawning of them in public plots?

Jérémie:

Because we're still working on the town and the number of families and their compositions is still in flux, I don't have anything to share on that subject at the moment, sadly! Townie autonomy is being worked on, so we might have more to say about that in the future. Thank you for the question!

SailorMuffin | Syndia:

How many days does a Para live from baby to Elder?

Will there be an ingame option to modify that?

Alex:

There's still different durations to be tested so the exact numbers are to be confirmed in the future. In any case, yes, you will be able to edit the durations in the options menu!

JuiceDrop:

Will you be able to take Paras to special events like movies, concerts, plays, etc.?

Anna:

Right now it is not planned for early access, but we consider it for future updates!

SailorMuffin | Syndia:

Will there be a day care / nanny service available for Para parents that both work full time?

Anna:

It's not confirmed yet!

Ozymandias:

How will the system for locking doors work - any plans for giving out keys, exemptions for being in the household or relationship status, etc.?

Jérémie:

We don't currently have plans for anything special regarding doors. Parafolks of your household will be able to come and go as they please, but characters outside of that will probably not be able to.

🏠 Build mode

indi:

How will it work if players want to edit other lots (shops, houses, etc.) in the town; will we need to buy them in-game, wait for the CAW tools, or secret third option?

Jérémie:

Hi! Yes, the most straightforward way to do it will be for your household to buy the lot when you make enough money, then it will be yours so you'll be able to edit it at your leisure! Another option would be to use cheats (so you can edit them even if your household doesn't own the lot) (or you could use the cheats to give yourself the money to buy the lot). Create-a-world tools will come after the Early Access release of the game. Thank you! 🌟