

January 19th, 2024: Paralives Developer Weekly Chat

This weekly chat is held on Discord for Hero and Legend tier patrons. Every week, you can ask a few questions to any developer from Friday 12PM to Monday 12PM ET and they will get back to you with their answers the next Friday.
Visit www.patreon.com/alexmasse/ for details.

Disclaimer: As we are advancing on the game's development, we've been sharing more sneak peeks and details on gameplay features to our Patrons that have not been made public yet. As such, some public dev chats may seem shorter than usual as we have to redact some Patreon-only content!

☀️ Community's choice question

These questions got 2 votes from the Super Patrons on Discord!

Zahlea:

I see a lot of people really loving the body pillow and wanting to have their own pictures on it. Now, a while ago we saw in the [Picture Frame Customisation video](#) (omg, I can't believe it's been almost 3 years?!!! 🥺) that we'd be able to change images on some pillows as well as picture frames and I'm wondering if that would be possible on the body pillows too. I can see it being much more complex for the body pillows considering their different shape and especially with having two versions, or maybe it's possible.

So my question is: Is it possible to use the picture frame customisation tool with the body pillows and if it's not, how would we go about getting our desired image(s) on the body pillow?

Jérémie:

Howdy Zahlea! The answer is more or less on a case-by-case basis. Because the "picture frame" system allows to change images on simple meshes (like the flat planes used for the frames themselves), it also works for any other mesh that isn't too complex, UV mapping-wise. This means that for certain pillows, it would work fairly well, because they map more or less to a square. The body pillow uses half the UV map for one side of the pillow, and the other half for the other side, for instance. So if you had a square image, it would wrap around the pillow, but if you made a square image and only filled half of it, it would show well. Otherwise via the mod system you would be able to look at what textures are used and change them there, but it's a bit more modder-friendly than user friendly.

In any case, it would also depend on whether we setup the item to support custom images too! The body pillows are already super cute as-is, so I dunno about changing them... Thank you for the question!

Possible Assassin (Ny):

When you guys put paralives into early access do you want it to feel like a complete game that you're just adding to or do you guys expect it to feel like most early access games where a lot of the features are missing or a glorified demo?

Alex:

We hope for the early access to be more than a demo and be an enjoyable game experience. However, it will have bugs and missing features that we have previously announced like pets, cars and others.

🎮 General questions

FrozEnt:

Annabear, have you had much chance to look at Para genetics lately? What's something you look forward to implementing? Is there anything you wish you'd be able to include, but you know you won't be able to?

Anna:

Hi Ent! No, genetics is not something I've had the chance to work on for a while now, but I should get back to it this year to finalize the core features, hopefully! Meanwhile, I'm really looking forward to creating more content for the personalities, skills and jobs! And honestly there's nothing I really wish I could include that won't be considered or in the final game at some point! If something's not in the game, it probably is for the best :)

👋 Devs questions

Gui

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

Alex:

Hi Gui! I went cross-country skiing and did line dancing over the weekend. Two things I'm not experience with but it was pretty fun!

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

Léa:

Hello Gui! Still have my back injury but hopefully it's gonna be better soon.. Also I've been learning to knit and it's really fun 😊 Hope you're doing good!

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

Anna:

Hi Gui! I'm great, thanks!

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

Alice:

Hi Gui! Love the warmer temperatures these days, nothing much on my side. :) I hope you're doing well!

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

Jérémie:

helo

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

Sonia:

Hey, i'm doing good thanks! I had a nice week

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

Andrei:

What's up Gui! Been up and running! Hope you have a beautiful week!

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

Chloé:

Hello Gui! My week has been fine, testing different features and stuff!

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

Gabrielle:

Good, thank you!

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

Richard:

We had 2 days with a nice big sun :).

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

Alejandro:

Had an amazing week! I hope yours was just as amazing! :D

FrozEnt:

Hi Gab, what has been your favourite interaction since joining the paralives team? (leaving what kind of interaction deliberately vague)

Gabrielle:

That's such a vague question haha how many pages am I allowed to write? In terms of online interactions, I've been loving getting to know the community more - whether on Discord or on other platforms! Answering people's questions, sharing news about the game, spending too much time stalking PL servers & groups, sliding into DMs and replying to obscure comments and IG stories are also some of my favourite interactions ☺️

Possible Assassin (Ny):

What's one feature in the game (planned or already implemented) that you're not actually excited for? (I mean this question in a way of it may not fit your personal playing style, or maybe you're just not a fan of it personally)

Alejandro:

Cannot say if there is something that I am not excited for, everything is amazing in my humble opinion. 🌟

Alice:

Like Alejandro said, everything is exciting! I'm usually more of a builder but I cannot wait to play with our Parafolks!!!! Sorry Ny. 😊

Léa:

I'm excited for the live mode really. I just love to see all the gameplay we're adding lately!

Alex:

Dying from hunger 🥴

Poutine Connaisseur Gui:

What is your winter guilty pleasure?

Gabrielle:

None of my winter pleasures are guilty, but I do love a nice cup of hot chocolate in the cold evenings 🍷

Alejandro:

Being able to see outside while staying inside playing video games under some bed sheets. .

Andrei:

When I was a kid, it was putting snow inside people's coats 🧢 Now I do it to myself to wake up in the mornings

Alice:

Staying inside and ordering food. 🍷

Chloé:

Having hot drinks and foods and bundling up, as I watch people shovel outside 🧊

Léa:

Ordering food and binge watching Supernatural 🍷

Sonia:

Staying in my bed with a big cup of hot chocolate 🍷

Possible Assassin (Ny):

What's something you guys found very daunting at first during development?

Andrei:

Figuring out what the music would be like. There were just so many possibilities it was sometimes overwhelming. But in the end we made it and here we are!

Chloé:

Being a small team, you always end up doing things outside of your comfort zone and your speciality. It's a bit scary at first, but you end up learning a lot and getting accustomed to things you weren't before, and developing a new set of skills! It's cool :) I never would've thought I'd learn to do shaders, and VFX, and things like that, but here we are!

Léa:

Windows, I hate them. 🐛

Alice:

I'd say not knowing if anything will work until you try it! I've learned a lot since I joined the team, but there are always things I've never done before, or that are technically challenging. But I suppose that applies to everyone. :) For instance, Richard and I just worked on our Parafolk's Locomotion. It took many small animations, tests, tries, and errors to get the results we wanted. None of us had ever done this before!

Alex:

Looking for people to recruit on the team and doing interviews. It was a lot of work and I was not used to it at first. I'm super proud of the team though and it was well worth the effort!

Sonia:

Working on the artstyle of the characters, there's so much possibility and it's hard to know if you made the right choice!

Poutine Connaisseur Gui:

Office party, what food do you bring?

Léa:

CupCakes!

Alejandro:

I would either make tacos or sushi.

Alice:

Probably cookies! (I have a really good recipe for soft baked ones) 🍪

Chloé:

I also would've brought cookies ;-), never enough cookies, right??

Alex:

Orzo salad with feta cheese and tomatoes in it

Andrei:

Oreo cheesecaaaaaaakeeeee

🌱 Live mode

Iceman:

Even though pets are post-early access, have you thought about how they'd react when their favorite human comes home? Like a cat rubbing on a leg, or a dog spinning around in joy

Anna:

There's no plan yet but both are good ideas!

I would like it if it depended on the pets personality, like a calmer dog just waving their tail or a talkative cat meowing!

🏠 Build mode

FrozEnt:

As Hannah asked [here](#), will we still be able to resize a desk lamp into a floor lamp or vice versa?

🔴 **Paralives - Resize, Stack and Flip Objects**

Jérémie:

With item resize being still what it is, that's still a possibility, yes! However, we have realized that because desk lamps and floor lamps do not have the same level of detail required, it would either mean having floor lamps with too much detail or desk lamps with not enough, so they're in a bit of an optimisation pickle at the moment. Thank you for the question!

🎨 Art

Zahlea:

I love the selection of trees you have! I think my favourite is the willow because the shape is so beautiful, or the red tree because that colour is 🍷 🍷

So, for my question: Are you considering having one or two small variations of each? Just something like a bend in the trunk or some extra branches.

I think it would be very useful if I want to make a forest section, where I'll want to use mostly one type of tree. Of course I can rotate and scale (only scale or resize too, like just changing the height), but with enough trees, I feel like it'll still be rather noticeable and just having a couple of variations would help a lot with that!

Chloé:

Hello! So making trees is *hard*, ahah. We could add variations, but because trees take a bit longer to make, we would rather add more tree variety in the game rather than just having a small selection of trees with variants of that small selection. Hope that makes sense!

Rootbeer128:

Last but not least, will you be adding milkshakes to the game? I'd love to enjoy those like I do in real life. On a cold day, I like peanut butter shakes. Vanilla, chocolate and strawberry would be good as well!

Chloé:

We had them planned, yes! Might not be for the start of Early Access, but we'd like them sometime down the line :)

SarahTheSloth:

Will you be adding different kinds of Hot Chocolates? (Example: candy cane)

Chloé:

It is not currently planned, but would be very cool!