

Charlotte:

Yes 🙄🙄

Lina:

I can't wait!!!! 🌟

Kalamity:

What is your favorite type of crab?

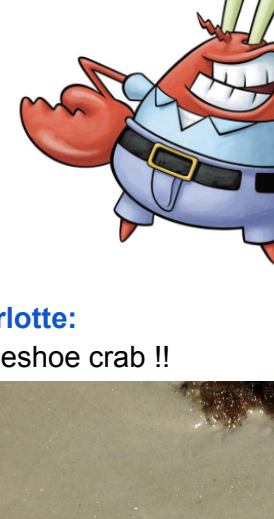
Chloé:

Doesn't really count, but I'll say isopods. I love them dearly.
Crabs I do hate though? Japanese spider crabs. Terrifying. Their legs are too long.

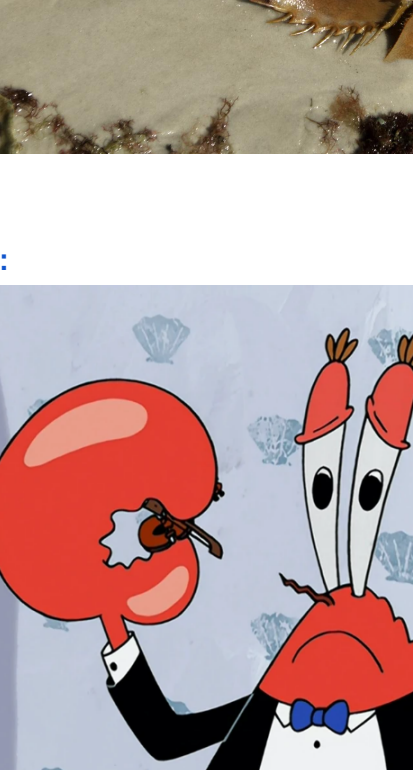
Alice:

I love all of them! 🦀

Alejandro:

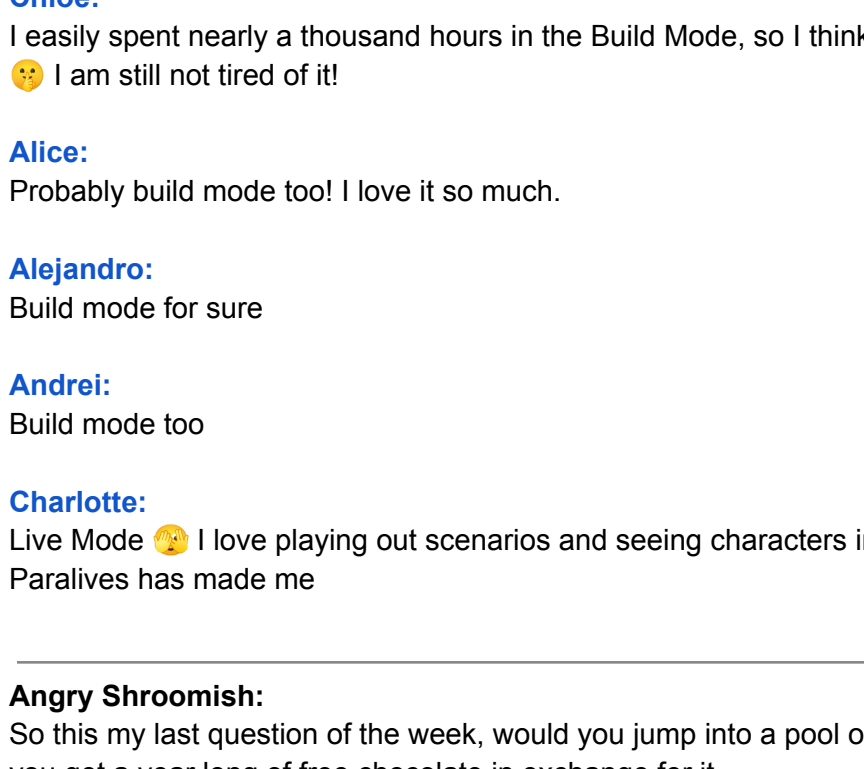


Andrei:

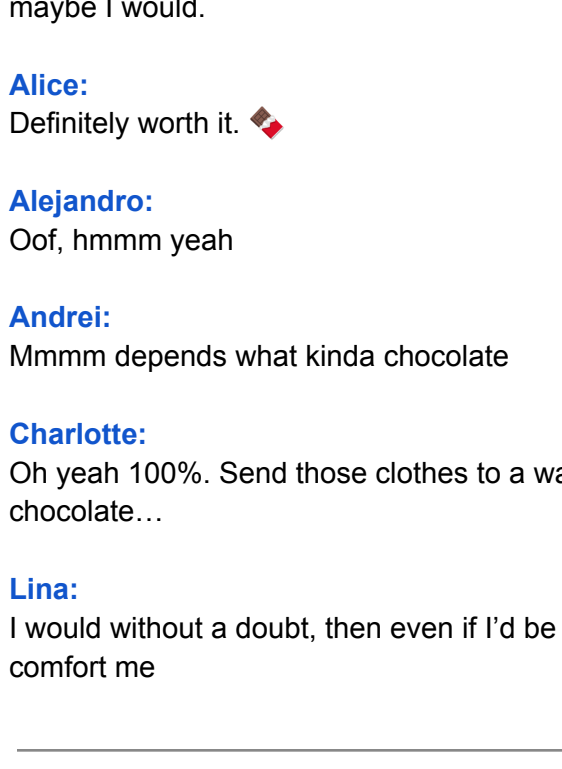


Charlotte:

Horseshoe crab !!



Lina:



Kalamity:

Which of the three modes in Paralives do you think you'd spend the most time playing in?

Chloé:

I easily spent nearly a thousand hours in the Build Mode, so I think my answer is clear enough
👉 I am still not tired of it!

Alice:

Probably build mode too! I love it so much.

Alejandro:

Build mode for sure

Andrei:

Build mode too

Charlotte:

Live Mode 🤔 I love playing out scenarios and seeing characters interact ! Although working at Paralives has made me

Angry Shroomish:

So this my last question of the week, would you jump into a pool of mud in your best clothes if you get a year long of free chocolate in exchange for it

Chloé:

Well, if I think about it rationally, if I were to eat a year's worth of chocolate supply, I don't think I'd fit in my best clothes anymore. So then, no problem if they were ruined anyways. So yeah, maybe I would.

Alice:

Definitely worth it. 💎

Alejandro:

Oof, hmmm yeah

Andrei:

Mmmm depends what kinda chocolate

Charlotte:

Oh yeah 100%. Send those clothes to a washer and they'll get that dirt off ! Can't say no to chocolate...

Lina:

Would without a doubt, then even if I'd be sad my clothes were ruined, I'd have chocolate to comfort me

Entirago:

Have a great week, everyone!

Chloé:

Have a good one!

Alice:

You too Ent! 🌟

Alejandro:

Thank you! Have an excellent day!

Charlotte:

Thank you Enti, same to you!! :-)

Lina:

Thank you!!!! You too Ent! 🌟

Gui, Poutine Connaisseur:

Happy Pride and Men's Mental Health month to everyone!

Chloé:

Happy pride month! 🏳️ Happy Men's Mental Health month!

Alice:

🌟🌟🌟🌟🌟🌟

Alejandro:

Thank youuu 🌟

Charlotte:

Happy Pride month and men's mental health month to you too !! 🏳️

Lina:

🏳️🌟

Ozymandias:

Do any of the devs like playing RPGs (tabletop or otherwise)?

Chloé:

I'm a big JRPG fan!

Alejandro:

Yes and yes, I am playing rn Expedition 33 and also doing a DnD campaign

Charlotte:

Absolutely !! RPGs are one of my fave video game genres and I mostly play those aha. I've been in a couple DnD campaigns (finished a campaign a year ago that started in 2020) and I miss it dearly ! I'm hoping to join a TTRPG campaign one day soon...

WickedBrony:

Happy pride month! 🏳️ Are Sebastian and Eli doing anything to celebrate?

Charlotte:

I'd like to say so! :-) Maybe participating in local pride events.

Live mode

olet:

Will there be different ways/variations of cooking in paralives? Like one Para steaming potstickers and another pan frying them.

Jérémie:

Not planned at the moment, no!

WickedBrony:

How will the initial recipes for Para be decided in-game? You mentioned it would be different for each Para, so I'm curious. Does the code simply assign a para 2-3 random Level 1 recipes? Or is there a bit more complexity than that? (Like a vegetarian para will only know vegetarian dishes, for example.)

Jérémie:

We have a few 'packs' of starting recipes, and when a Para learns cooking, we attribute them one pack. It's not entirely random because the packs can have requirements, such as checking if the Parafolk is vegetarian or has selected a Food Talent, so there's some flexibility here :)

Sophie Simmons:

Will the amount of time it takes to make a meal be different depending on what it is? Like a bowl of cereal would be way faster to prepare than making pancakes from scratch. Or something similar to quick meals for paras who overslept and need to eat something quick so they won't be late for work lol

Jérémie:

Different dishes will take different times, but right now this is more or less based on the number of steps they take to make, with more complex recipes taking more time. We'll tweak that in the future, so some things are really quicker to make than others, because that totally makes sense! Thanks for the question!

Lillian:

Hi devs, not sure if this has been asked before but I was wondering for the cooking skill if the ingredients needed to cook or bake a dish will be as realistic as possible or will it just be a couple of basic ingredients you need per recipe in order not to overcomplicate things? Or if you just pay to cook and there's no ingredients involved?

Jérémie:

Howdy! Short answer is there is just a fee to pay and you can cook. Long answer is that we could spend six more months just on cooking because it's such a potentially deep mechanic with a lot of smaller sub-systems to think about. We would love to push the design more, with ingredients that you can get from gardening, recipe qualities and everything else, but at the moment we decided that cooking was at a place we were comfortable with for early access :)

WickedBrony:

One question about the recipes. Will they need specific ingredients, or can they just be made at any time (for a fee)?

Jérémie:

See above answer! Hehe. For now you'll be able to make them for a fee, but down the line we want to make that more complex.

Ariana:

As someone that loves playing with cheating characters when playing the sims 🤔, how will infidelity work in the game? I understand if the ability to have polygamous relationships won't be a thing in the game due to controversy, but I'm more so wondering, how hard/easy will it be for Paras to get away with unfaithfulness? Can a Para get accused of cheating without the other Para catching them in the act (ie the Para getting cheated on doesn't have to see their partner kissing another Para in order for them to be able to accuse them of cheating)? Will accusing your partner of cheating automatically result in breaking up? Can other Paras spread rumors/tell on someone for cheating?

Sorry if this was really wordy, and of course, only share what you guys can!

Anna:

For now a lot of things related to relationships are a work in progress so it's hard to answer. For what I can answer specifically, there's not really a rumor or a reputation system in the game yet and there's not going to be one for early access release. Personally I'd like to have ways to define how the relationship works, so you could set as a player if a relationship is exclusive and what is "allowed" or not.

It also depends if it is the non played character or the controlled character who cheats.

In the first case, I think there should be an option to confront a character for cheating only if they really did cheat (I don't know if we're going to be super precise on that front and check if the character really could catch them in the act). It's hard to know if we even want the nonplayed characters to cheat (for early access I mean) and in what system we are going to plug that in (is this a story progression thing? Are the characters going to "cheat" automatically if the relationship is bad? Is cheating just maybe a thing they announce to your played character as an initiative Together Card, not really a thing they actually do?).

In the second case, I don't think instantly breaking up should be the way to go. I think you should have options as Together Cards to talk about it, maybe some success chance of those cards could depend on the level of the relationship you have with them? So you can have a chance to save the relationship if you want.

Sorry, nothing is really set in stone yet so it's still all very brainstormy!

CzechMorticia:

My first time on this Patron tier, so stoked to be asking questions (hoping nobody has already asked this) 🥳 Something I thought about with the latest showcase, will cooking and baking be separate skills? With the whole "cooking is art, baking is science" saying there could be an argument for having them as separate skills but it'd also make sense if they were both under the "cooking" umbrella.

Jérémie:

We had 'cooking' and 'baking' separate at some point but we figured that it would make for very small 'recipe lists' if we had to split everything AND we would need extra content for both sub-skills. At some point this might still happen, but right now it's the same skill.

AshBonsai1200:

Concept of "family" n marriage. A lot of people in the world these days maybe cuz poly, asexual, non-binary, etc. don't have the same concept of a family unit as before. People often don't get married, or have platonic close bonds, or bonds with multiple people, might adopt a child to raise with a close friend, etc. Often, what we call a "found family" is very different from what some maybe used to thinking of a family as when we were younger, and often much deeper as a relation. Basically will marriage licences/contracts exists or will there be a different way of expressing/tying/establishing a bond between 2+ people, and of different types of bonds/friends supporting each other as sharers in life + opt raising a little person together, people you fall in love with and want to be with, a person joining a Poly couple/net) ? How can we express such families in Para's lifestyle and relationship, and what can express close bonds and choosing someone, beyond a concept like a marriage contract and promises ? Especially when marriage very often is so closely related to the responsibility and choice of having a raising a child, or social need, rather than a bond or connection between individuals and felt by Paras.

Anna:

I really agree with your point for real life, but in the game right now we want to focus on basic relationship labels that everyone is familiar with, like proposing and getting married, just because it is expected from a lot of players and is quite easy to represent as it is the model that has been the most represented in media. I'm not saying there's only going to be those ways though, I think we could have different labels that represent the same "level" of relationship or even break it down into different labels (like a label representing co-parenting a child, or a "favourite person" label that is as strong as a spouse label... lots of possibilities with our label system!), they might come after early access though.

Entirago:

What happens to a Para who goes to work in a place that can be hung out in (such as Anisa working in the cafe). Would we see the worker and just not have control over them, or do they disappear 'into the back' for their shift?

Anna:

We plan to be able to see the Para in their workplace! They would be counted as in a rabbit hole, so you wouldn't be able to select and control them, but you would be able to see them do work related tasks. I hope we can make this work!

satomi:

How mean can a Para get? Meaning, will a grumpy para be more inclined to have disagreements with other Paras or maybe have autonomous mean interactions with other Paras and how will that affect their relationships (both romantic and platonic)? Will grumpy paras have preferences when it comes to other para's vibes?

Jérémie:

At the moment we have insults and sarcastic comments of various types. Since Parafolks do not autonomously pick together cards, they can't act mean towards others and they will not become enemies without you controlling that. There is a bit of a vibe compatibility for romantic interactions, and that includes grumpy parafolks, sure!

Ariana:

Would you guys consider adding nightlife aspects to the game such as dance clubs, alcohol (or juice as it's called in other simulation games), mixologists, DJ's, and other things along the lines of this? Understandable if these would be added in future updates rather than early access.

Anna:

Those are considered for future updates, yes!

Build mode

olet:

Will there be hiking trails (or something similar) in the forest-mountain area?

Alex:

Yes! We want Paras to be able to walk to the top of the mountain or at least that's the plan (we're working on other areas of the town at the moment)

bin chicken:

Will you make any semi transparent electronics like the ones from the 2000s? I loved them so much and since they don't make them i'll anymore id love to have them in a fake life

Chloé:

Not in the plans at the moment, but they are very nostalgic and it would be fun to have these eventually!

Domon:

Is it possible to change the lot type? What if I want to make the abandoned building from the shop plaza a residential lot and move in there?

Jérémie:

That would have to wait for the Create-a-Town tools. At the moment changing lot types is done by editing files manually haha.

Domon:

Could items like boards and newspapers for windows or stains actually cost money to remove from the build? To simulate renovation challenges and costs

Jérémie:

Maybe that could be modded in, but I'm not 100% sure! If, for instance, we do not have code that actively checks if an item has a negative sell value and then shows you an error if you do not have enough money to get rid of that item, it would be more difficult to make. Maybe then the money would just go in the negatives? It's not something we've thought about much, no.

Paramaker

bin chicken:

how will genetics work with custom colours can you inherit blue hair? if i wanted to make may own red hair swatch is there a way to mark that new swatch as red so the game knows its recessive?

Anna:

By default the unnatural colors are not inherited, but you can change it into the mod system and also make the genetics system recognized your new swatch!

Ozymandias:

What kind of hair options will babies have? It's common for babies of some ethnicities to have a lot of hair, so it could be nice to have some full-scalp styles for newborns and styles long enough to extend off the head for older babies.

Sonia:

Toddlers and babies share hairstyles and other items so there's a 7 hairs options with various hair texture, I would 3-4 are fitting for babies, the other may be a bit too much hair.

Domon:

Would it be possible to have an open top headwear i.e. a headband, tennis cap/visor, flower crown, crown and tiara?

Sonia:

Unfortunately no, if we were to add these kinds of accessories they would have to be created with specific hairstyles and could not be removed.

Maybe headbands could work if they specifically go on the forehead and clip through the hair.

MotherofDoggos:

Asking for OhGloriousLisa

Hi! I've always appreciated the art style of Paralives and I love that you've made the palms of poc paras lighter. But I just saw this art tip on how to paint fingertips and thought about Paralives.

Sniffling at zoomed in pictures it looks like the skin details on paras follows the left, less realistic, example. Would you consider changing the skin to reflect the right, more realistic, example?

Sonia:

Thank you so much for the feedback, I did not know it curled like that on the fingertip! Yeah I'll change that very soon!