## May 30th, 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 <a href="https://www.patreon.com/alexmasse/">www.patreon.com/alexmasse/</a> for details.

Community's choice question These questions got 8 votes from the Super Patrons on Discord!

Sabrius:

what outfit I'm wearing to be immortalized in a game. That would be so silly.[nervous sweating]) Howdy! We've been sending the reward email slowly but surely to more and more Patrons, so

When you nail down what the form will look like for the legend tier para rewards, will you share what it looks like so we can start brainstorming how we want ours filled out in advance? (Asking

for a friend, not me, I'm not indecisive and totally wouldn't need like 2 months to think about Jérémie:

you'll probably get yours soon if you are eligible too! There's not much special to say, we need three pictures from the person you want us to recreate (you, a family member or a friend), one full body and two face shots, and some details filled in. There's not much in there to brainstorm because we're recreating real people, after all:) Thank you, and I hope this answered your question!

olet:

recipes (or more advanced recipes) once they are adults? Jérémie:

Will children/preteens/teens be able to learn to cook with older paras, and thus start with more That would be really cute! We're currently working on skill content for different lifestages so there isn't much I can say at this time, sadly. This feels like something that could be doable! If

younger parafolk start cooking earlier, they'll have more recipes in their cookbook when they get older, in any case!

Hope everyone had a good week! I'd love to hear how challenging optimization has been,

meaning have you had to compromise or approach features differently in terms of certain game

mechanics as well as visuals (optimizing poly counts, texture quality)? Optimization is something that's hard to 'show' in a Patreon post unlike things like the personality system and/or build items, so I'd like to know how that aspect has been for you guys.

General questions

satomi:

AshBonsai1200:

AshBonsai1200:

mazyfly:

indi:

Jérémie:

Jérémie:

satomi:

Alex:

Alex:

Ariana 🖶 :

Jérémie:

directions

Jérémie:

Ozymandias:

**Jérémie** 

Hey there:)

Léa is away this week!

Hi Good, I'm gui!

Léa:

Alice:

Chloé:

Gab:

Good, thanks!

Richard:

Alejandro:

**Charlotte:** 

**Gui; Poutine Connaisseur:** What is this week's achievement?

Lina:

Émélie:

Chloé:

Richard:

Alice:

Chloé:

bin chicken:

**Richard:** 

Alice:

Andrei:

Alejandro:

Iceman:

event

Chloé:

Alice:

Andrei:

Alejandro:

**Charlotte:** 

Amor Fati:

Chloé:

Richard:

Chloé:

Alice: YES

Andrei:

**Charlotte:** 

Very!!

Andrei:

might be a bit crazy

Are they carpeted flamingos?

Lina:

Hehehehehehehehehe

Paralives but also other games).

the item usually would have, etc!

PC!! Gaming!! SHow!!

PC!! Gaming!! Show!!

**Angry Shroomish:** 

through the game how intended.

just break the game by mistake.

Will Paralives use ray tracing?

last (which just happens to be a para day)

maybe we'll reuse that mechanic:)

walking would take too much of your day

so other players can download them?

something we need to address:) Thank you!

What parts of photo mode will be moddable?

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

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

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

I've just finished building my Heihei Lego! 🐔)

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

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

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

I'm good, it's my new batch of "KIMCHI" time!

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

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

Good! :- ) Enjoying the sunnier week 🔆

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

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

I had an amazing week! I hope your week was just as amazing!

Hi Gui! I'm doing good, had a busy week. Hope you're doing well!

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

other means to do so for now. Thank you for the question!

it! Have a good day 🙂

Alex: From the start, we have established a budget for the number of triangles we can have and the resolution of the texture allowed for a given object, based on its size in the world (bigger objects can have bigger textures but smaller ones don't need as many pixels). We also made optimization to characters so that they can be rendered faster. Before release, we will work a lot

on the optimization of the town so things like: hiding objects that are far away, having different levels of detail for far away trees, only loading the interior of public buildings when you enter them, etc! We will also improve the loading time when you load your save file. It would be cool to share our progress on that in a future Patreon post maybe!

Can houses have "history" like Para family trees? Like whose lives in them - bestfriends,

thenone of them having a child there n then moving out, an old retiree couple staying, these two

sibling n there pets staying through college years, then maybe a group of artists, n then maybe newlyweds making it their home. Like a part of the history of the town/interesting concept n stuff like if someone died there/the history of the house. Alex: That would be a fun detail to add eventually! I like the idea of each house having a history and a personality! An interface could show all these details maybe

Can we have a bonds thing, instead of just a family tree. Like a way to track relationships n bonds beyond just blood relations. Like past friendships lost or turned enemies, current friends n

exes n stuff, best friend you may room with, poly nets etc. And people who gave birth to you/parents who raised you/siblings+half-siblings/who you were best friends with n stuff to, sure. N not just present relationships/romantic/marriage in history. Jérémie: The family tree will be worked on during early access, so that won't be present when the game first launches, but you'll be able to see your relationship labels with other parafolks in town, which might include some of the things you've mentioned. Making labels takes a lot of work because they need some content to feel relevant so we're focusing on the essentials at first,

Do you think later down the line, like after early access or something, it would be considered to add an easily accessible menu of things like teleport cheats, job cheats, skill cheats, relationship cheats, rule changes, etc? There's a lot of sims players who use mods that give these abilities, I

Though I get that if not a lot of players are like this, I'd have to hope someone makes a mod on

for example use those cheats a lot because I use the sims to tell my story rather than play

which might mean family members and current relations.

Soon I'll have two paralives postcards, yay 🥰 Jérémie: We have a lot of cheats in the game, but they're mainly done for things that we, developers, need during the time we're working on the project. Cheats more geared towards players might come later because they also need time to design, implement, and test. That being said, I'm not sure how easy to access we will ultimately make cheats, it's a balance between having people who really want to use them be able to, but not having everything so easy to find that you can

focus on making the game leaner and run well than to add graphical flourishes like this. **Entirago:** Will there be a sale or a 'clearance aisle' for anything in Paralives? Perhaps one type of window at 20% off, but for one day only? Or get your discount in-sink garburator here! While supplies

That could be fun, this is the kind of thing I've worked on during my hackweek a few years ago,

Since cars are going to be worked on during EA, this is more of a question regarding your hopes and ideas for the system in the future. Are there plans to include features like performing romantic interactions in them, getting an alarm installed, fixing up an old car as well as tiny details like seeing your Para struggling to close the door on a run down car and pulling out of

the driveway? (All the fun and charming things we had in TS2)

No! I'm not entirely sure what we could do with it even if we wanted to. We're more likely to

Lillian: Since cars won't be available until during EA, does that mean that only this town is planned to be walkable with the future worlds/towns requiring cars or will they all be walkable to some degree?

Even after we add cars, if we add more towns in the future, they will probably all be walkable to some degree because otherwise, visiting other lots and going on foot would be too long and just

Do you guys plan on making a website for players to upload their creations (Paras, houses, etc)

It will be possible to upload mods and content via the Steam Workshop! We do not plan to have

What type of camera mode will Paralives, and are we able to turn the camera around in all

Our first objective will be to make cars functional during Early Access. Then, it's possible that we

consider adding these features and more and I know a lot of people would like them!

Jérémie: The camera will be a free 3D camera, like in other simulation games. Think of how the camera works in The Sims:) It'll be locked at some angles, so it won't be possible to look in all directions, no. **Angry Shroomish:** Is there a way to see were you para is in a big group of people (something like the diamond above your current sims head in the sims)

At the moment there is a circle around the feet of your selected parafolks and you can middle-mouse-button their thumbnail to zoom to them but we do not have other methods in place. Because you can multiselect a group of Parafolks it would be quite overwhelming if everyone had a big visible indicator over them! We'll see during future playtests if this is

future if we go back to give more love to the photo mode, but that's how it is right now. Devs questions Gui

You can add more post-processing filters, but that's pretty much it! We might change that in the

Hi Jérémie! How are you? How was your week? Jérémie: Hello. Hi Sonia! How are you? How was your week? Sonia: Heya, Im good thx! Hi Andrei! How are you? How was your week? Andrei:

Hey Gui! I just made some renovations in my home studio I'm proud of 😁

Hi! I'm good, super excited for this weekend's PC Gaming Show 😎

Hi Gui, I had a good week! Hope you're doing well. :) (Also I thought you might be interested,

Andrei: Finishing a little music studio project I had on hold for a while! And.... PC!! Gaming!! Show!! Not this week but I have finally learned every flag and location of every country in the world (and territories but those I can't remember well) but also, did my 4th escape room and for now I have a 4/4 yay. **Charlotte:** PC Gaming Show !!! Other than that, catching up on some small to-do stuff I've been putting off Lina: PC!! Gaming!! Show!! Lillian: More of a comment than a question but I wanted to say thank you to the team for making disability representation a priority! I have been in the lower patreon tier until now - I upgraded for the postcard :3, and it has been so lovely to see the care that went into adding the mobility aids and other objects to the game. As a disabled person I am used to myself and others in the community having to fight for inclusion and representation so its just really cool to see that ye have made it a priority!

We were definitely super happy with the positive feedback that we got from the disability items! Reading testimonials from everyone made me proud of my work. There are some items we didn't have time to add, but I'm hoping I'll be able to get around to it and add some more  $\stackrel{\smile}{\smile}$ 

what's something you made recently that you're proud of?

Dark shadow squish broom attack!

Also, the mighty broom of love

I finally started learning to sew!

over it! I'm really happy how it turned out!

Not finished yet but I am proud how it is going

I got back to learning to play the piano III &

How do you guys feel about the PC Gaming Show? It's been a while since you've gone to a big

Super duper excited, albeit a wee bit anxious! I'll definitely be watching it myself (obviously for

Working on Paralives, what was a task that you thought would be fairly easy/straightforward, but

Creating swatches for all the items in one go! I figured it would just be repetitive, but that's one part of the challenge; it can be repetitive to the point of being mind-numbing. And mind-numbing is a problem! Because I have to think about the colors I want, the ones that look best with the item, the ones that fit and match with the rest of the furniture's collection, researching the colors

Definitely excited, definitely terrified! So many eyes are going to be on our work, ahah.

Same as Chloé, very excited but also anxious haha!

I am so excited I will definitely be watching it!

Same as everyone! Very excited and anxious €€

in the end turned out much harder to tackle than you expected?

I just finished soundproofing a side of my home studio and putting some nice brick wallpaper

That would be animations' integration, but I never thought it was going to be easy or straightforward haha! Andrei: Mixing the audio for the PC gaming show. I was also having technical problems with my workstation back then so I was juggling many things 🤐 Alejandro: Every task that I have said, It should not take long, it is fairly easy 😭 Amor Fati: On the other hand, what was a task that turned out to be (far) easier/(more) straightforward than you expected it to be? Chloé: Maybe some shader work and VFX? It's not really my thing, but I end up doing it for Paralives. I always dread having to go back to those since it's not my favorite thing to do and I feel out of depth a little, but then I find that past me from a few years ago had done enough research and left stuff thorough enough that going back into it isn't so bad after all. Alejandro:

I mean it depends, there's a lot of tasks that are straightforward but long, but hard to say I have done so many haha. Amor Fati: So, we know your thoughts on carpeted bathrooms, but how about.... flamingos in bathrooms?

I'd like to add a lawn flamingo, maybe you can add that to your bathroom build.

It's a yes from me! 🦩 Kalamity: Are you excited for this sunday? Chloé: SSSSSSSSSSSSSS Alice:

Flamingos kinda scare me so maybe seeing their silhouette when I go to the bathroom at night

Alejandro:

**Charlotte:** 

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:





Alejandro: Build mode for sure

**Andrei:** 

Build mode too

**Kalamity:** 

Chloé:

Alice:

I am still not tired of it!

Probably build mode too! I love it so much.

**Charlotte:** Live Mode 💯 I love playing out scenarios and seeing characters interact! Although working at Paralives has made me

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

I easily spent nearly a thousand hours in the Build Mode, so I think my answer is clear enough

you get a year long of free chocolate in exchange for it

maybe I would.

Alice: Definitely worth it.

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:

Chloé:

Andrei:

Alejandro:

Oof, hmmm yeah

comfort me **Entirago:** 

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

Thank you! Have an excellent day! **Charlotte:** Thank you Enti, same to you!! :- )

Lina:

Alejandro:

**Gui, Poutine Connaisseur:** Happy Pride and Men's Mental Health month to everyone!

Chloé: Happy pride month! | Happy Men's Mental Health month!

Alice:

Er Er Er Er Er

Alejandro: Thank youuu 🔑

Ozymandias:

**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:

Alejandro:

I'm a big JRPG fan!

Happy pride month! The Are Sebastian and Eli doing anything to celebrate? **Charlotte:** 

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

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

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:

dishes, for example.)

olet:

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:)

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

similar to quick meals for paras who overslept and need to eat something quick so they wont be

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!

is there a bit more complexity than that? (Like a vegetarian para will only know vegetarian

Lillian: just pay to cook and there's no ingredients involved?

Jérémie:

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

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

As someone that loves playing with cheating characters when playing the sims \(\operatorname{c}\), 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

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

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!

My first time on this Patron tier, so stoked to be asking questions (hoping nobody has already

We had 'cooking' and 'baking' separate at some point but we figured that it would make for very

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

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.

**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!

How mean can a Para get? Meaning, will a grumpy para be more inclined to have

enemies without you controlling that. There is a bit of a vibe compatibility for romantic

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

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

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.

system!), they might come after early access though.

preferences when it comes to other para's vibes?

interactions, and that includes grumpy parafolks, sure!

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 irl anymore id love to have them in a fake life

Yes! We want Paras to be able to walk to the top of the mountain or at least that's the plan

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

(we're working on other areas of the town at the moment)

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

Lina:

**Angry Shroomish:** So this my last question of the week, would you jump into a pool of mud in your best clothes if 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,

Have a good one! Alice: You too Ent! 🌞

Thank you!!!! You too Ent!

Have a great week, everyone!

**Charlotte:** Happy Pride month and men's mental health month to you too!! Lina:

Live mode

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

**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

late for work lol

Thanks for the question!

Jérémie:

Jérémie:

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

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

any time (for a fee)?

want to make that more complex.

on someone for cheating?

Jérémie:

Anna:

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

For now a lot of things related to relationships are a work in progress so it's hard to answer. For

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:

CzechMorticia:

AshBonsai1200:

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

Anna: Those are considered for future updates, yes! Build mode

olet:

Alex:

Jérémie:

Domon:

Jérémie:

by editing files manually haha.

satomi:

Jérémie:

Ariana 🖶 :

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?

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

Could items like boards and newspapers for windows or stains actually cost money to remove

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.

from the build? To simulate renovation challenges and costs

**Ozymandias:** Sonia:

Paramaker

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.

poc paras lighter. But I just saw this art tip on how to paint fingertips and thought about Paralives. Squinting 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? O doesn4 makes SONSO :(

Sonia: MotherofDoggos: Asking for OhGloriousLisa Hi! I've always appreciated the art style of Paralives and I love that you've made the palms of

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! 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. 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: change that very soon!

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