

July 26th, 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.

🌟 Community's choice question

This question got 6 votes from the Super Patrons on Discord!

Domon 🇺🇸 🇩🇪 🇫🇷 🇯🇵 🇮🇹 🇸🇪:

Will all hairstyles have the exact same colour wheel pattern, i.e. base, roots, tips, highlights, or will the options sort of depend on the hairstyle? (like in the very old Hair Color video the last option wasn't highlight but front streaks and a bit of a fringe)

Sonia:

Some hairstyles will have a different recoloring pattern. Maybe some will be split half-half in the middle, have a pattern or strands of hair, depending how we make the uvs of the hairstyles!

🗨️ General questions

Kalamity:

How would a para respond to the trolley problem?

Alejandro:

The para would go in the train and hit the brakes :)

Andrei:

Stop time, go on build mode and make another rail where there's no one (btw it's a joke, don't start thinking that we have a rail feature 🤔)

Sonia:

Just press the pause button and call a responsible adult

👋 Devs questions

My Lord Gui, Poutine Connaisseur:

Time for the call roll!

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

Alex:

[Alex is on vacation and is not here this week!]

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

Léa:

My week was fun, thank you! I danced a lot lately and went to see the fireworks!

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

Anna:

[Anna is on vacation and is not here this week!]

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

Alice:

[Alice is on vacation and is not here this week!]

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

Jérémie:

Hello! I'm good. Week was busy, thank you!

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

Sonia:

Heya! I'm good thanks!

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

Andrei:

WAZAAAAAAAAAAAAAAAAA 😂

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

Chloé:

Hi! My week has been good, thank you :) Olympics is fun to watch!

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

Gab:

[Gab is on vacation and is not here this week!]

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

Richard:

HHYAAAAAAAAAAAAAAAAA

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:

Heya! :-D It was a good week despite the hot weather haha.

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

Lina:

Hiiiiii! I had a good week !

My Lord Gui, Poutine Connaisseur:

If you had to design a train, what would it look like?

Chloé:

I like the look of European and Japanese electric trains! So probably with inspiration from these.

Alejandro:

Bullet trains sound cool!

Sonia:

Love the looks of steam trains, even if they are very polluting

Léa:

Probably some kind of futuristic steam trains, like an old looking one but using new energy instead of coal. I found them iconic

Richard:

As i'm playing Factorio at the moment, why not a factorio train :D.

bin chicken:

what is everyone in the team looking forward to playing with most in once the game is in a finished state?

Chloé:

I really love building, so probably that! But maybe I'll be tired of it after building the game's city and houses, ahah!

Alejandro:

Not gonna lie, I love building, I have become addicted to it, I would also love to try out different challenges with my para.

Andrei:

The whole thing! Building a whole area with different buildings from scratch, making a bunch of paras with backstories and playing all kinds of story arcs with them!

Lina:

I love Character Creation so definitely the paramaker!

Léa:

The stories, I can't wait to explore the world and meet everyone!

Charlotte:

I'm most excited to explore the town and use the live mode ! And using all the little cluster items in the Build Mode here.

Charlotte:

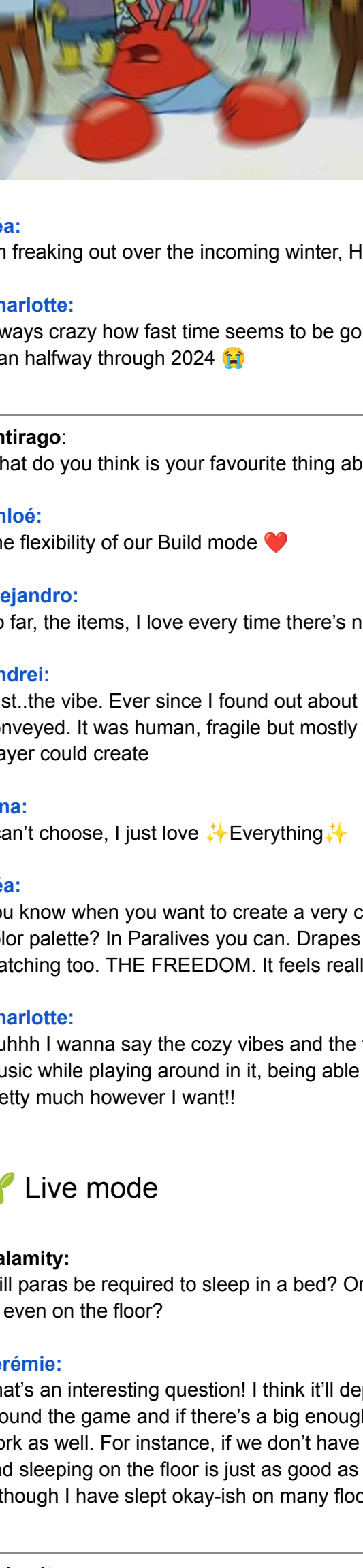
I just love seeing what people can do with what we have to make cool ideas in construction. BUILD BUILD BUILD!

Entrigo:

Last night my brain was going wild, so I started writing down ideas that woke me up. A few of them make sense, but I'd love your best (and worst) thoughts what 'top heavy sheep' was supposed to mean.

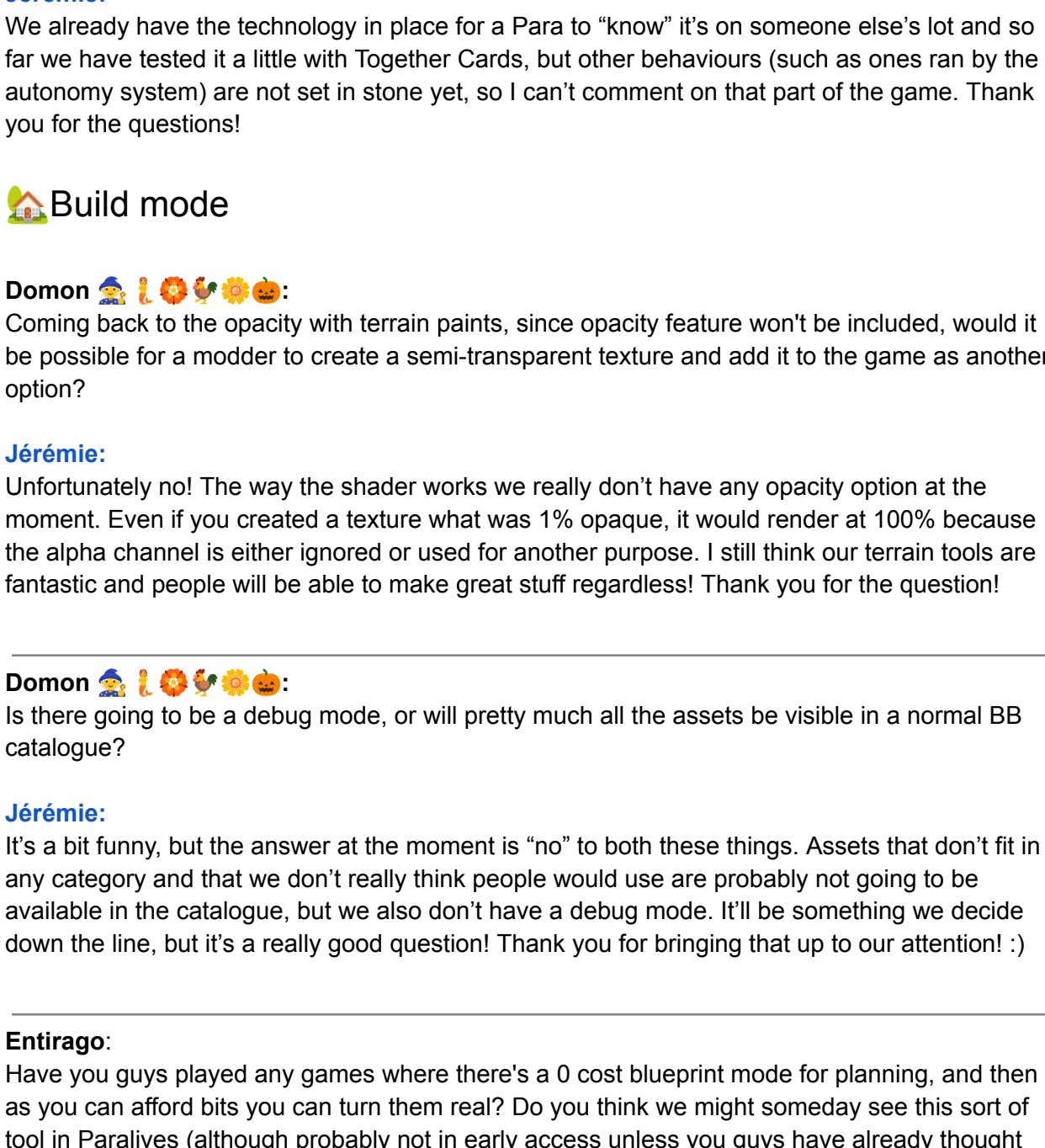
Chloé:

I think a top heavy sheep probably would look like this? So that's what I think!



Alejandro:

Definitely a heavy sheep



Andrei:

why be the GOAT when you can be 🐏 top heavy sheep 🐏

Iceman:

It's almost August! In 5 months, it'll be 2025! How do you guys feel? It could be about Paralives, or just in general

Chloé:

The year has gone by so fast!! It's crazy that we are already past the halfway point of 2024!

Alejandro:

The fact that time goes so fast and there is nothing I cannot do to prevent the passage of my years is... frightening.

Andrei:

BRING 🍷 IT 🍷

Lina:

It'll be 2025 in 5 months?!



Léa:

I'm freaking out over the incoming winter, Halloween season can't even fix it for me 🤖

Charlotte:

Always crazy how fast time seems to be going !!! Like what do you mean we are already more than halfway through 2024 😂

Entrigo:

What do you think is your favourite thing about Paralives so far?

Chloé:

The flexibility of our Build mode ❤️

Alejandro:

So far, the items, I love every time there's new items I added to my builds

Andrei:

Just...the vibe. Ever since I found out about the game I fell in love with the feeling that it conveyed. It was human, fragile but mostly wholesome. As if it was a beautiful film that only the player could create

Lina:

I can't choose, I just love 🌟 Everything 🌟

Léa:

You know when you want to create a very colorful house but you want to pick a very specific color palette? In Paralives you can. Drapes and pillows? Matching. Lamps and kitchen? Matching too. THE FREEDOM. It feels really good, not gonna lie. 😊

Charlotte:

Quhhh I wanna say the cozy vibes and the freedom of the build mode. I love listening to the music while playing around in it, being able to place items freely and resize and color them pretty much however I want!!

🌱 Live mode

Kalamity:

Will paras be required to sleep in a bed? Or can our paras take a snooze on a couch, in a chair, or even on the floor?

Jérémie:

That's an interesting question! I think it'll depend on how many interactions we want to have around the game and if there's a big enough difference in gameplay to warrant having these work as well. For instance, if we don't have the concept of "comfort" or "feeling uncomfortable" and sleeping on the floor is just as good as a bed, that could be weird, game-balance wise. Although I have slept okay-ish on many floors, I wouldn't recommend it for our Paras, aha.

Kalamity:

Since lots can be built right next to one another, will our para register when it is in 'someone else's' house? If so, will they behave differently when in that lot?

Jérémie:

We already have the technology in place for a Para to "know" it's on someone else's lot and so far we have tested it a little with Together Cards, but other behaviours (such as ones ran by the autonomy system) are not set in stone yet, so I can't comment on that part of the game. Thank you for the questions!

🏠 Build mode

Domon 🇺🇸 🇩🇪 🇫🇷 🇯🇵 🇮🇹 🇸🇪:

Coming back to the opacity with terrain paints, since opacity feature won't be included, would it be possible for a modder to create a semi-transparent texture and add it to the game as another option?

Jérémie:

Unfortunately no! The way the shader works we really don't have any opacity option at the moment. Even if you created a texture what was 1% opaque, it would render at 100% because the alpha channel is either ignored or used for another purpose. I still think our terrain tools are fantastic and people will be able to make great stuff regardless! Thank you for the question!

Domon 🇺🇸 🇩🇪 🇫🇷 🇯🇵 🇮🇹 🇸🇪:

Is there going to be a debug mode, or will pretty much all the assets be visible in a normal BB catalogue?

Jérémie:

It's a bit funny, but the answer at the moment is "no" to both these things. Assets that don't fit in any category and that we don't really think people would use are probably not going to be available in the catalogue, but we also don't have a debug mode. It'll be something we decide down the line, but it's a really good question! Thank you for bringing that up to our attention! :)

Entrigo:

Have you guys played any games where there's a 0 cost blueprint mode for planning, and then as you can afford bits you can turn them real? Do you think we might someday see this sort of tool in Paralives (although probably not in early access unless you guys have already thought about it)? I'd envision the blueprint mode items only showing up in build/buy, if that helps

Jérémie:

This is a neat idea, I know Alex has some ideas for blueprint related planning tools, but nothing that'll come out on day one I'm sure. Being able to plan a whole house in advance seems like it could be fun, yeah!

My Lord Gui, Poutine Connaisseur:

I was talking with a friend about what we would want in our house and she brought up that it would be nice to have big windows with an "interior door" (think interior windows shutters) that you could close if you want to reduce the amount of natural light coming in and during hurricane and/or heavy storm and also for aesthetic. It seemed like a good idea to brought up to you guys.

Chloé:

Hi Gui! I'm not quite sure I get what the design is, but if you have a picture feel free to send it on the patrons channels, I'll take a look! :)

👨‍🔧 Paramaker

Possible Assassin (Ny) 🇺🇸 : So question, will there be a way to add babyhairs to hairstyles? Or at least some styles with babyhairs? Since they're a staple addition to a style for a lot of people it would be nice to have them in some way! 😊

Sonia:

Adding baby hairs isn't planned but we do have some hairstyles with some!