Hey everyone,

Thanks for your awesome support! I’m super stoked to see the Game Patreon do this well – it really does allow me to dedicate more time to making these updates. While the game may seem very simple from the surface, even a moderate-sized update like 3.1 can take me 20 or more hours to complete, and easily just as many hours in post launch support (bug testing, releasing fixes responding to comments/notes, planning for next update, etc)

Here is my current RoadMap for FMG Life Sim, please note that it could drastically change at any time depending on myriad factors.

September Update (Pledge made in Sep – Release in Oct):

I am planning for 3.2 to be a “structural” update. By structural, I mean the update will focus a lot on improving things internally to make everything cleaner and more efficient (and easier to build upon). I will still aim to include at least 5000 words or so new descriptions and whatnot in addition to this.

 Here’s what’s in the pipeline for it:

- Upgrade to sugarcube 2.4. For those who don’t know, while Twine is the overall program, I use a modified story structure named “sugarcube”. Life Sim 3.1 uses a very early version of sugarcube, 1.0.16. Since this is such a large upgrade the overall look and feel of the game will change, and there will be many new internal tools I’ll have access to.

Here is an example of how it looks after converting the latest release to the new sugarcube: <https://i.gyazo.com/5cdecf7074c012a10f499eddc1b3b19c.png>

You’ll notice that there’s now a built in back and forward arrows – these work, and they work seamlessly. Technically somebody can use them to cheat in order to see an event that costs resources then back out, but, thus far FMG Life Sim is meant to be casual fun that you customize. If the back/forward arrows become a problem, then I can modify sugarcube to remove them.

- Restructuring Strength and Endurance gains. This is something that I should have done a very long time ago. As you are surely well aware, currently the game uses a linear progression to determine the initial 1-20 track of muscle growth. It’s currently set so every time the GF earns 2 “workout points”, when she sleeps, she gains muscle – up to level 20, when she stops naturally gaining muscle that way. Calisthenics gives 1 point, lifting weights gives 2 – some other activities will randomly give a point, like arm-wrestling.

My new plan is to have ‘tiers’ that determine how many points are required per level, something like:

(Keep in mind these are probably nowhere near what will be the final numbers)

Strength Level --- Points Required to Level Up

1-3 1

4-6 2

7-9 3

10-12 4

13-15 5

16-18 6

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So on and so forth.

However, I will still have a few limitations in place. For instance, if the GF has 20 strength, and performs calisthenics, she probably won’t gain any strength points (I don’t know if doing some push ups can help someone that can dead lift the world record gain any more muscle)

I will be closely monitoring how quickly the GF can progress, and implement things that can help.

For the time being, potions, magic, and the gravity chamber will still linearly increase strength per use. I do intend to eventually make these items rarer or rebalanced – but that will come in due time as I implement more ways to increase strength between levels 20-40

October Update (Pledge made in Oct – Release in Nov)

Martial Arts!

This will be the big martial arts update. I have the current activities in mind:

- Train at Dojo

- Sparring

- Speedbag / Endurance Bag training

- Practice alongside martial arts DVDs

- Practice moves/katas

Martial Arts will be a system that slowly grows alongside the rest of FMG Life Sim. The intention is for it to be another area in which all of the girlfriend’s stats can be used. I am currently planning on there being a formula that uses:

Strength; Fighting Skill; Endurance; Agility (new stat); Reaction Time; Intelligence; Flexibility

All at various levels to determine how good of a fighter a character is. (So Fighting Skill, Agility, and Strength will be huge factors; Intelligence will be a lesser factor – but still helps a little)

Beyond Martial Arts…

Materials and Inventions Reworking

Right now the game is lacking in progression beyond simply reading new descriptions. My overall goal is for it to become more ‘gamey’, in the sense that you (or the GF rather) will have to accomplish things in order to gain access to further progression. So, one idea is for there to be a ‘Forge’ update. The forge will be… a literal forge, in which the girlfriend physically creates things out of materials. So, for instance:

- She can create (or improve) weighted gauntlets that let her gain workout points over time

- She can imbue denser ore into her weights to make them heavier and useful beyond strength level 20 or so

So on and so forth. However, instead of simply using cash to buy materials, I would like for them to eventually be earned. Or perhaps, some could be sold at shops, but others would require winning competitions or finding them during random events.

Example: In order to build the Gravity Chamber, you might need a special computer chip or high-tech engine. This could either be: purchased for a huge sum of money from Ulric’s; created at the ‘forge’ with other materials and a high enough intelligence; won at a competition; or randomly found during an event.

From here – even the Gravity Chamber could be reworked a good bit. Instead of it always costing 1 mega battery and granting a static +1 strength, maybe it has to be improved over time. For instance, the GF might need to tinker with it and implement new chips/conduits/etc in order to increase its output.

Competitions and Events

I would like to start introducing some kind of random events and competitions. A big component of this is to give more opportunities to introduce “materials” into the game aside from forcing the player to merely buy them from a shop.

Competition ideas:

- Body Building show

- Strongman(woman) competition

- Chess / Video Games tournaments

- Martial Arts Tournament

The body building show could utilize a beauty stat in order to differentiate itself from the Strongman (which would be pure strength and maybe some endurance). I know beauty isn’t supposed to factor in BB competitions, so this could be a kind of special FMG Life Sim universe one where “overall aesthetics” are the goal.

I would likely have a separate competition available depending on the weekday in-game, thus further adding to that system.

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That’s it for this roadmap. I have a lot of ideas of where to go after this, but I’d rather not plan /too/ much at once. Do keep in mind that each of these updates would have a few more descriptions added here and there for many of the previous activities. Far future possibilities:

- Way to win the game

- Huge improvements to careers

- Apartment upgrades / ability (or need) to move to larger apartment or buy a house

- Plethora of random events

Thanks for your support, and I hope you enjoy everything to come!