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I am also using AI art to supplement the story, my art skills are lacking and my budget is limited, I hope you understand.You are Aubrey, a young woman who just recently started her job at a marketing firm. You have always gone unnoticed in your day to day life and you have reached your limit. You come to the realization that the only way that you will be able to draw the attention and respect of others is by gettingbigger.A text based weight gain adventure using AI art.Hello everyone! As some of you may know I have begun a Patron to help fund my development of a new game, but also as part of the benefits to some higher tier patrons they get the opportunity to add new content to BA on a month by month basis.I have always maintained that I wanted to keep this game free to everyone so to keep up with that promise I will be releasing the content every 4 months to the public, and today is the first instance of that!In DLC update 2 you can expect the following!A new girl to recruit to the maid cafe along with her prospective girlfriend!A new employee for the Curio!A new employee for the Lab!A whole linty of random scenarios involving the employees of Shadowed Curio spread through out the game for you to run into.A continuation of the owner of the Bakery!Said bakery owners sister deciding that she wants to get involved in the family business2 new dream sequences for you to encounterA large amount of reworked images.An actual guide which can be downloaded alongside the Zip file folders.Bug Fix:Various spelling errorsA bug that prevented people from running into Nichole outside of the curio when you were stuck, making it so you couldnt get back in.Fixed a bug that was making it so that players would run into Brittany too frequently when exploring the mall.Reworked image resizingA bug that wasnt showing the proper ending image for JaquelineA shout out to @Morte_Nera on the Weight gaming forum for aiding in writing a couple of scenes!As always, bug reports or suggestions are welcome,You can check it out for free here! the Discord for Game Discussion and to stay up to date on future projects: Anvil and the Chuckle FucksAt the request of some individuals I have also created a Kofi where you can leave a tip if you feel inclined to do so. out the Patreon for early access to DLC content as well as to support the development of my next project! patreon.com/Anvilandthechipmunks 151 Likes It has potential, and i cant deny that i enjoyed what is their even if its so far not much.I think their is things for can add/ improve on this from here and i would suggest:Streamer wants to meet you in public if you donate enough, perhaps making her datable and a possible feeder for your character to gain more weightMembers of her staff asking her to hang out with work colleges after her shift, good way to gain and know the other members of staff betterRunner in the park as romantic option (Mutual gaining relationship or feedee/feeder depending if she wants to get back into shape)Magic shop owner also gains weight the more items you purchase, eventually perhaps blaming you for making her fat but could tell she wanted to get bigger so gives her a special gift just for her 5 Likes Thank you so much for making this! I cant wait to see more updates! 3 Likes Really loved it so far!It would be really good to go back to a new day after you hit the current end of content for Aubrey as my first run through I never finished the streamer event or found the shops!In the artefact shop buying the amulet does not take any of your money.Occasionally when going for a walk I would just encounter a blank event for that day and would have to just go back.It would be nice to see in future Aubrey being promoted and earning more at work as she gets bigger.Some more interactions at work that arent just random events / ways to fatten up the co-workers as well. 2 Likes I liked it, I hope you continue working on this project because I think this could be a pretty good game. 2 Likes It would be nice if you didnt have to constantly scroll down in order to click on things, especially in the repeated events that are the same every day. 2 Likes A really good game so far. I especially like how the gaining started with just the boobs and butt, made it more of a slow burn rather than and now shes massive overnight.This may just be because I like seeing round numbers, but only throwing 1 coin into the fountain when you can otherwise only spend in 5s minimum was really annoying, I went out of my way to chuck 4 more coins in just so the total amount looked nicer. Might just be me being weird, but Id rather have 5 coins thrown in instead of just 1.Encountered a couple of bugs, theres the blank page that occasionally shows when going for a walk, and two of the NPCs images dont show (caption Oh lawd she coming and I want to rub that belly so bad). Purchasing from the artefact shop also resets Aubreys visual weight, so you have to spend the next few days re-gaining despite the actual weight remaining the same.Other than that though this is nice start, looking forward to seeing how this develops. 2 Likes that was quite enjoyable! I look forward to more 1 Like @maldy, thank you for the suggestions and I am glad you enjoyed the content!1.like the idea of a meet up event with the streamer!2.This is a planned feature for later updates3. Ditto this one4.I wanted some NPCs that didnt gain weight, but the idea of thickening up the goth chick might be a bit too tempting for me.@Kazian You brought up a good point, so I added a return to the stage 3 content so people could keep exploring what is available. And thank you for bring to my attention some bugs, they have been addressed. As for the workplace stuff you brought up, all of those ideas are already in the planning and implementing phase!@Wulf_Diomhaireachd Im glad you like the slower burn on the weight gain, that is more my pace as well. As for the coin thing, Making all the money variables into increments of 5 isnt a bad idea. I feel from a purely flavor stand point that 1 coin make sense for making a wish. Also thank you for bringing those bugs to my attention, they have been addressed. 3 Likes Did another quick run through, the amulet doesnt seem to do anything. Once its purchased it remains in the shop, but you cant buy it again, and I didnt notice any other affects like an increased rate of gaining or a mini cutscene like with the second scroll. 1 Like Most of the suggestions I was going to raise have already been mentioned, but one question/issue/something Id like to raise is whether this is planned to be a relatively straightforward outward journey or if theres going to be a tension or threat. For example, Piece of Cake had mental and physical health, some others have overall financial solvency, even Tramp has the slightly softer tension of managing the desired weight range of yourself and your companions.Anyways, its a nice start!Edit: One thing I just noticed fiddling with the most recent version is that there doesnt seem to be a weight down event - went up to stage 2, then happened to go back below the trigger weight, but remained at stage 2. Thinking this comes from I have the image for stage 3 event, but not for the rest of the daily activities, so you stay on stage 2. Nothing against it, as there a good chunk of images already in the game, and so its gunna take some time to get more and get them assigned correctly. This a a fun and promising start! Still lots of little issues, though.your new coworkers finish there conversation. With one of them meeting your eye asShould be their, and you split one sentence in half with a period, so use a comma instead. Or else start a new sentence, like One of them meets your eye.Theres a broken image - the one for the local attraction with the comment Good for her. Also the quote marks are mismatched for that one; it should be or .Something is broken about buying the second scroll, at least with 170 money. Theres the text Ask for info but no link, and no link back to the shop page.Thank you for putting in an end of content message! Thats always good to know.In a game like this I really miss having a save function. Its not quite necessary, but probably good to have.Also, the first time I played through the intro, I didnt realize I could click the dialogue help to get to the next page. 1 Like This is a really great start, hope to see more! 1 Like I really like the events, and the IA art, cant wait for more events and weight stages.Great work, I will keep check of the next updates 1 Like Just finished playing 0.1.2 liking the concept you have here.Bugs, errors, etc.The first weight stage transition for the mukbang streamer failed to load the new weight stage image the first time. (rolling back and choosing the options to watch seemed to fix it.)Choosing to purchase more incense still leaves the other options to buy items up and you are able to click into other item to buy.When buying the strange amulet in the starting weight stage, it was back in the shop after a period of time.Purchasing the amulet a second time still leaves the amulet in the shop inventory. I also did not notice anything from the amulet.Going for a walk (weight was at 82klg) and seeing the running girl at her third weight stage (with her cheeks clapping) makes you drop down a weight stage. All the images are from the previous stage and the button popping work event will play again. However, your weight number doesnt actually reset to an earlier stage. Had this happen multiple times so its not based on just the first time you see her.The final weight stage transition event has an extra Goodnight. Just before the actual event happens. This is present always once at this final weight stage when going to bed, and clicking on it will replay the final (currently) weight stage event.The second scroll doesnt have the ask for info selectable, instead when you go to buy it the ask for info section is loaded under the normal purchase text (along with the image of the clerk.)The enough in enough sight seeing option at work needs to be capitalized.Good for her local attraction at work, the image doesnt load.Going for food and choosing on second thought doesnt consume any energy.Mukbang is spelled as muckbang in multiple places.SuggestionsI would love to see a download option for the game as to not have to play it in browser.The option to save and load save files would be nice.Maybe an inventory system. I would love to be able to purchase food items and give them to some of the girls at work and random girls you come across. Not sure what is planned but I would love to see some more feeder elements for the MC with the other girls, even if it had to be reserved for a different route to have it not conflict with the other characters gaining as the MC goes up in stage.Would love to just have a way to go to sleep regardless of energy. Sometimes you just need to/want to pass the time since you are low or limited funds.It would be interesting to see us donate actually food to the mukbang streamer rather then just money. Like order pizza or take out, and there being a small scene attached to it with a few images, probably mainly a before and after. You can have the higher order (donation) amounts set to different dialogue as the streamers weight climbs. Even if this is reserved for one off events per her climbing weight as to make it less work or have the dialogue fit with her current size, rather than have to make it more generic to fit multiple stages.Dates/outings/meeting girls randomly at locations, I would love to see some instances of being able to go out with some of the girls in the game feed them/order for them, etc type of thing.I would love to see the random girls at work interactions get more fleshed out, given names, ways to interact with them etc. Having them be random I think is fine I like see different events like that pop up during work, walking, on the ride to work, but something about fattening office coworkers has always been prime fetish content in my opinion . Would love to see some interactions and maybe even weight stages.Theres already ways to passively gain weight though the store, and I assume the amulet is supposed to be another, although I didnt notice any effects from it. It might be more interesting if you can purchase it and gift it to the store owner to start her gaining. While it totally makes sense for her to gain based on the amount the player spends there, or even based on the MCs own weight level. I do like the idea of helping corrupt her with occult style curiosities. This is a cool little first release, I like what is here and look forward to seeing what comes next. Interested in seeing more content for the runner and shop owner and some good ideas are floating around in the thread already. Keep up the good work. 3 Likes Im playing the game right now, I guess my only complaint is some grammar typos in the text but that can be fixed. I agree with Krodmandoon that you should add new messages for each of the Mukbang streamers weight goals, meaning every donation has a real impact on her 1 Like Thank you for the feed back and report, messages like these are extremely helpful! I have made sure to address these issues in the latest patch Wow, this is a very detailed report, thank you so much for taking the time to play the game and even more so for being so thorough. The bugs and typos that you have brought up in your feed back have been addressed excluding the " on second thought" issue you brought up, I thought that if a player didnt want to actually go to eat food or if they didnt have enough money then they shouldnt be penalized for that.Now onto suggestions!I currently have content in the files that have yet to be implemented into the actual game that I would prefer to keep a hidden at the moment, but once the game reaches a full release I will make it downloadable.I have added saving and loading to the most recent patch because a few people had brought it up and I agree!I might consider doing a inventory system at some point, but I have other ideas for how to implement some feeder stuff into the game *Food donations for the streamer is a great idea, doing it as special events I think would be the way to go about it.*Dating/romance/outing are definitely planned and incoming, I liked the idea of them not really noticing you until Aubrey starts to become more substantial, which is why you havent seen them in the early weight stages.I added the work girls mostly as scene dressing but I have a hard time saying no to the idea of doing more with them, I really like the designs of some of them (especially the pink haired one with the big ass) so I will look into trying to get them more involved.My initial thoughts on the amulet would be that it would be a large sum of money for an item that just passively gives weight from the moment that you purchase it, but I really do like the idea of sabotaging the amulet store girl I will look into it 3 Likes Anvilandthechipmunks:The bugs and typos that you have brought up in your feed back have been addressed excluding the " on second thought" issue you brought upThat makes sense, it just didnt fit with the rest of the game. So, I had assumed it to be a bug, as you can go to the store, walk, or even do the mukbang stream with no money to where you cant pay for things but it still takes energy away. This was the exception. Page 2 My thought process was that at the very least you get to enjoy some art when doing those events and Aubrey has to physically leave her home, where as with the food I thought of it more like Aubrey changed her mind before going out, if that make sense? 2 Likes I found another bug, after buying the amulet and scroll on the same day, I went back into the shop a few days later to buy the incense but could only ask for info where it told me about the 2nd scroll. Somehow this made me gain ~20kg overnight, skipping the 2nd weight-up scene completely and going straight to the end of the game. I was only passively gaining 5kg before then so it cant have been just the items I had already, although it was pretty funny reaching the end of the game without ever eating anything haha Yeah, I was play testing and came across that same bug, I have uploaded an updated version to Itch.io so that shouldnt be an issue anymore haha 3 Likes Really enjoying this game so far! I like the idea of an interactive game where you have AI art as a visual reference. Looking forward to when this game gets updated in the future! Maybe having more activities you can partake in outside of work would be a good step forward? Hey, that wa real nice for a first release. The AI art really works here. Im looking forward to more. Perhaps some ways to fatten the store girl. Also, I get it would be a lot of work and probably not very doable, but I would love a non-hourglass version. Not that I dont like the actual body shape, I just like variety 2 Likes The image for pay raise 1 is broken. 1 Like As is the image for when you get stuck in the doorway of the magic shop. Also, you cant leave that screen. Bit of a stupid question but how do i restart the game? Each time i run the game it takes me to where i last left off but is there an option to start again? From my understanding, Twine saves information directly into your local browser storage, so if you were to clear your session and your cookies that should set the game back to its initial state. Alternatively when the next version is uploaded you will start over from the beginning since it is a new game file. Closing and reopening the tab worked for me. Every other online Twine game Ive played has reset as soon as I refreshed the page though so I understand the confusion. Is your browser in a private or incognito mode? Because that clears cookies and info when closing out the tab or session. Could be why you normally dont have a session saved. Got it sorted. Thank you for the solutions everyone! No, and looking through my settings theres nothing that should clear cookies when refreshing/closing tabs. All my site logins etc remain, its just games hosted on itch that have this weirdness. In fact this game is an anomaly as its the only one that does save when refreshing, idk whats going on there lol Do you generate your own art using AI? If so, what AI art generator do you use? Regardless, I like the art a lot! I have been generating my own art, I have been using a combination of NovelAI to help generate images and Dezgos various models to refine the art into something to my liking. The one that I use for the final images most of the time is Something 2. It is a fairly timely process but I think that the end products has been worth it. 7 Likes This is a fun game so far, a really solid foundation that looks pretty easy to build on which is not easy to do when first making a game.I have a question though, how many weight gain stages are there for the character currently? I had the character gain weight twice but then it seemed locked into that stage. I wasnt sure if I had glitched something by using the scrolls or if the curvy stage was the last one. Which is fine I just wasnt sure. 1 Like I think its the last current stage 1 Like If I remember correctly the final stage tells you its the max weight stage after the event is done playing. But there are three weight stages. Newest version is now live! Please let me know of any issues that you may come acrossVersion 0.2 content includes2 more weight stagesA bunch of new events to discoverDating!A couple of endingsOver 30000 wordsOver 250 imagesA shout out to @Morte_Nera for aiding in writing a couple of scenes! 9 Likes Great to see an update so quickly, so far Ive encountered a LOT of broken image files thoughKeep up the good work! Page 3 I only encountered the 2nd promotion image being missing, everything else seemed to be there. The pacing for certain events does seem a little broken though. You cant eat the biggest meals/bakery items until youve eaten a certain amount of the smaller items (presumably a hidden capacity variable?), but by the time youve done that youve already gone up a weight stage so the art tied to the previous stages biggest meals cant be seen. I also never got access to Stephanies number until several days after Id reached the highest weight stage, so all of her previous dates were blocked off. In fact the rate of weight gain overall seems too high since I couldnt view all of Beths and Jamies dates before I went to the next weight stage, and that was just with the passive gain from the amulet.Other than that though, the new content here is great, and the multiple dates and interactions with the shop keep add a lot more variety than just eat more, get bigger. A couple dates feel like they could use an image to supplement them (or if theres intended to be one, I didnt even see a failed to load icon), but the descriptions already do a lot of work. One other thing Id suggest though is giving the player an extra vial for themselves as well as the shop keep so that secret ending isnt blocked off depending on what you feed the shop keep. Also allowing multiple transformations would of her would be nice too, so youre not locked to just one image per run. This is some stellar work so far though, keep it up! Could you be more specific ln what images are broken for you? It would help me to narrow down what I am looking to correct. You are correct in that there are hidden variables in the background that help to determine when certain events trigger. The idea being that Aubrey needs to become more gluttonous before she can do certain things. So I wanted to account for randomness and player choices by having certain thresholds determine when you can do certain things. I do agree with you that the pace of gain is likely too quick though and it can make it too easy to miss certain events. (Though the idea of players missing some things is not an inherently bad one). I will likely go back into the code and lower the numbers on weight increase so that the pace of the game lines up more with what I am hoping to achieve. During the second promotion the image fails. If you want the specific part, I have copied the line " Thank you for coming to see me. I am happy to inform you that your efforts havent gone unnoticed. As of today you will be recieving a pay raise. Congratulations Aubrey! I am sure if you keep on going the way you are now that we will be seeing Big things out of you. 1 Like I should have added an edit, it may have been my internet being silly as I tried again and it was fine after a reload.However, I did find that once you had reached max size or a certain point, the promotion memo kept showing up, and the image associated with that was broken. Also, Become the Glizzard was a permanent thing that was free not sure if that was intentional.From memory I found no other issues. But I am very eager to see how the rest of it pans out.If I would offer one suggestion, depending on the experience you are hoping to provide, but you could lessen the amount of weight gained and/or the amount of money earnt, as they seem to grow quite fast and it isnt long until you are just rolling in dough, literally. Patch 0.2.1Fixed some broken imagesNerfed weight gain from food, scrolls, the amulet and incenseLowered starting pay from $50->$25, pay raises will still give $25 increase.The changes are in hopes of slowing down the pace of the game to allow for players to see more of what each weight stage has to offer. 6 Likes Well done. Nice to play. Thank you. Not to sound unkind, but I had plenty of time in the earlier weight stages to see everything, even before this nerf. Now the early stages just feel extremely grindy. In particular theres no change after the first weight stage - no promotion, no additonal unlocks at the shop - so the whole grind from stage zero to stage two feels like youre playing the same throughout. It does feel like the later weight stages maybe progressed a hair too quickly, but it would be nice to make the start faster while youre making the end slower. 1 Like I dont see the point of the nerf, either - I struggled to get the first raise and even then it took me forever to get the last two weight stages. Considering it seems to be random to get any raises, I dont think nerfing the pay is a good move. the nerf is a welcome addition 1 Like How about just adding a sort of hard more for those who prefer the nerf? 1 Like I think my main issue was just from buying the amulet from the start, then focusing solely on the mukbang streamer to see if there was new content there so by the time I got around to looking at other stuff Id already gone up a weight stage through the passive gain. Pretty dumb way to play in retrospect since the streamers content isnt tied to the players weight, but I still think the amulet was too strong beforehand as I was only just able to see all of the eating scenes from both the restaurant and the bakery with the amulet active on the last day before I went up to the 2nd weight stage, so in that regard its balanced perfectly imo.The income change Im not really bothered about, it adds maybe a minute of clicking through the days before you gain and the income starts snowballing. So long as youre not dumping all of the money into the streamer you can get through everything pretty easily. Didnt realise there were multiple scenes for each girls hit up the town date so I missed the 1st round of dates (Im assuming theres only two stages of dates for each girl currently?) but other than that I think Ive found everything currently in the game.A couple bug finds:Stephanies come over date on the last weight stage doesnt have an imageThe WG and AE endings and the 3rd picture on the final weight-up scene have semi-broken images. They show but theres this error attached to them:Jamies nightclub date has no content, just kicks you back to the selection menuThe 2nd promotion event is broken, repeatedly shows up after the 1st time but is the only way to get (what Im assuming at least) the intended income for that weight stage, it gives you 125 while the standard option only gives 50You cant give the shop keep any vial other than the WG one, even after buying all of them The raises are from each time you go up a weight stage, I think from the 3rd stage onwards? I was just zipping through to cover the new patch so may be wrong on where the raises start For me each update its a really next step forward, also really nice ai art.I have 2 questions the scrolls are a multiplayer for gaining?Whats the point of the donut store, is just more AI art? 1 Like The scrolls add a flat 5kg each time you buy them, and after eating enough donuts you unlock Stephanies phone number + dates 3 Likes Really enjoyable update, you added quite a lot of content. Beth is the besth. I think this is probably the best weight gain life sim out there so far, good job!Ive heard there are ways to get other endings, but Im not sure what to do? Do I need to do the magic shop questline until I can buy the vials?Also I love the subplot about the coworker losing weight while you gain it, role reversal plots like this are always awesome. Id love to see more of that! 1 Like Patch 0.2.2Added image to Steph Date 2Fixed broken links in AE ending, WG ending and Final Transition sceneFixed Jamies nightclub sceneFixed pay raise event 2 so that it is a one time eventMade first pay raise now available starting at stage 2 if conditions are metAdded a new NPC to the donut shop! 3 Likes I love the most recent patch. I think I see the pattern now each vial will be for a different NPC. I can guess Beth will get the AE vial. I can only wonder who will be lucky enough to get the Hyper vial. My money is on Stephanie. 1 Like liking the update however something broke when you updated some the images and now several other images are broken throughout the game itself Page 4 Oh boy thats not good, if you know which images are broken that would help alot, if not I will hope to come across them during playtesting. Also question to the player base, I would be interested in hearing ideas for items that could be added to the shop and what effects they could potentially have. I am looking to expand the shop in the next update 1 Like Here are some ideas:1. A tiara that makes everyone want to treat you like a queen. Discounts on food, periodic events where people feed you more, removes the negative outcome from stealing food at work2. A hypnotic tape that makes you trance out while eating. Increases effectiveness of all weight gain.3. An enchanted ladle and cooking pot. Anything you make with it is especially fattening, but only to other people.4. A public speaking book that gives you infinite persuasiveness, but only as far as persuading people to gain weight. Helps you break through barriers that some characters have.5. A magic set of underwear. Improves your mobility, keeps you mobile at a higher weight.6. A magic remote, allowing you to adjust the size of the mukbang streamer (or maybe just fatten them more).7. A magic monitor, that lets you step through it. You use it to join the mukbang streamer for a spicy double feeding stream.8. A gothic throne. You can buy it for the shopkeep and it fattens her even more, until shes spilling out of it and is too fat to get off of it. 1 Like it was quite a lot of them thats for sure and they were all over the place your goanna have to check each stage and event manually unfortunatelyAs for shop ideasHow about two bracelets or rings that transfers some of what someone has eaten to the other? Shop items: Something to increase gluttony instead of weight? Or if that exists, please hint at it.Also clothes. Sexy clothes are always appreciated. If its too much work to make images for everything with another set of clothes, maybe just for dates, or fancier / more intimate dates? Even just a set of lingerie or sexy PJs for the nighttime / morning scenes would be cool. 1 Like May not be useful at this point in time given what options there are for energy usage, but perhaps a consumable item that grants more energy for a given day at the cost of burning more calories. Can you get Beths number? Or is she just an npc during walks? You can get Beths number! You just need to have had enough interactions with her by a certain point in the game for it to be unlocked. 1 Like Really excited to see where this goes in the future! An idea that I have is that when you get enough weight, there is a event where a skinny junior joins the company and you help her gain weight, maybe dating her.Anyway it was a good update, I cant wait for next one. 2 Likes I think the only thing that currently dissatisfies me about this so far is the simple fact there isnt more, because I enjoy the content that is here. Theres a pretty steady pace of progression, the art is pretty good, the writing for the scenarios is a little spicy without draging on, and the side content is pretty decent as well. Very much hoping to see more updates in the future. Got through the new patch, new NPC in the bakery is cute.A few bugs to whack on the head:The amulet, incense burner and glizzard (queen? why did I just write down glizzard?) images are missingBeths town dates and the treat baker prices are missingOffering the voucher gives no text/response, thought it was a dud until I saw the effectsGrammar issue on the 5th stage weigh-in (Its officially, Im a fat now)The Pass option appears on the hotdog stand after buying one on the 5th weight stageThe amulet is active for the Curios owner on the 5th stage even if you didnt buy it, buying it after locks it with the player as the dream sequence doesnt triggerThe option to buy the amulet is on the same line as the vialsYour money resets to 2k after leaving Curios on the 5th weight stageTheres a massive gap between check inventory and go to work, just an awkward layout and forces the screen to scroll on the 5th weight stageWhen choosing to take a dozen donuts, you can still select take two/three before progressing 6 Likes Thanks for the report, it is a huge help! The amulet issues for stage 5 are from me doing some testing, setting some variables, I must have forgotten to remove them from the code when I uploaded the most recent patch. I will get a new patch up soon! Patch 0.2.3Fixed some grammarAdded more pricesstreamlined menus a bitFixed bug where amulet would reappear in shop and set cash to waaaaay too much. 5 Likes This game is great! Keep up the good work. The image of the shopkeeper is missing after using the WG serum on her drink. Man, i didnt expected that quality from the ai, the images are looking very nice + the way youre making the game oh man its promising, but about the potions, i can only use two of them, is this something that will continue in the next update right?, also I like how the game wg progress goes, to curvy > plump and so on, ill be waiting for the new stuff youre preparing. Yes, currently only 2 of the 4 vials have been fully implemented, but you can expect to find their uses sooner rather than later. 5 Likes I have a question: Is it pre-determined who gets which vial? So if i have the BE and WG vial can I choose which one to give to the donut clerk or the attendant? Or is it pre-determined which oine gets which vial It is pre determined which character is given which vial Page 5 Great start so far, will you be adding a patreon or something? 1 Like Not every game creator needs to make money off their products It would be nice to have some kind of document explaining what each of the products you buy in the shop do.The incense doesnt seem to do much.Also, is it possible to change your body shape? Will that be added with eg. the vials?The biggest problem I have so far, though, is the lack of multiple save files. I want to be able to go back and read certain things again. That would be the most important new feature to add. 1 Like Quite normal wanting to support a creator though, not sure why you feel the need to answer for them. 5 Likes Im not planning on making a patreon, but if you do feel so inclined, there is a support this game button on the itch page where you can donate towards the games development. But I want to keep the game free to play 4 Likes I will look into figuring out how to implement multiple saves 2 Likes What does the incense do? Provides a small increase to weight that doesnt use up energy as well as increase your characters hidden gluttony statistic which helps unlock certain events or determines the outcome of some scenarios. (I didnt want to outright say what the items do in the narrative, hence the line when you burn one about you feeling your body tingling and your stomach growling.) 5 Likes fredinno1:Also, is it possible to change your body shape? Will that be added with eg. the vials?Also, is it possible to change your body shape? Will that be added with eg. different vials (instead of giving a massive expansion)? Currently(?) not permanently, but the vials do affect the player. Open the inventory after buying them. 2 Likes there should be a cheat mode 1 Like Honestly getting ready for work needs to be a button that doesnt require quite so much scrolling down, why not place it right on top of the image? I spend like half my time scrolling down past blank lines in this game.EDIT:can the ae/be/hyper vials be used on anyone but yourself yet?also the game has save as a feature, but uh, load doesnt exist? so save isnt much use? 3 Likes BE can be used on the Baker). Saving only stores one file and the Load option appears when you reload the game (for me closing and reopening the tab does this), its the first option available. 1 Like Version 0.3.0 is now live, it contains:50000 wordsOver 350 images1 new weight stageBuffetNew items in the shop3 New NPCsGrocery Shopping (food will be expanded upon in later updates)And a ton of new events including:More Hot dogsstuffingstuckageand spicy scenariosAs per usual, any and all feedback is appreciated. 7 Likes In this patch, after having the dream about the shop attendant, the next day of work is broken - I got the option to work overtime and whether you work overtime or not, the link to continue on and end the day / go to the home menu is not there. This happened when I used incense and espresso or just one of them or neither.Getting Beths number may also be broken - I ran into her during weight stage 2, but I never actually got her number later in the game when I thought I remembered getting it before. Not as sure on that one though. 1 Like the game just falls apart after that point it seems you can get to the next WG stage also by buying the 2nd scroll and eating out with Jamie during WG stage 5Plus a number of images seem to have broken in some of the later stages again It was pretty functional last patch but these things can be delicate. It could be as simple as a missing parenthesis somewhere in the code that governs Jamies actions, for example, since I did notice a lot of images related to Jamie were bugged too. Okay I think I figured out the issue with the goth morning event, variables that care about overtime were not being reset properly. And the jump to WG stage 6 was in fact due to a missing bracket. Ugh. As for images, I will have to scour through the game to find the issues. Thanks for the feed back, you are right, this coding thing is very delicate.Patch 0.3.1Goth dream should properly reset values nowGoing for dinner with Jamie wont make you go to next weight stageHot Dog Contest 2 link fixedFairy intro scene link fixedBeth shouldnt appear during walks in stage 6 anymore that arent supposed to include her.Addressed some broken image links 5 Likes Found two issues,The dieting and rude member of the work place cant be given a voucher for some reasonAlso the items you get at stage 5 do not register properly making fattening up the fairy that much harder and the shop doesnt not show up after you met said fairy the first time Page 6 I had made the ability to meet the fairy available in stage 4 but I had missed adding the grocery to that stage as well. I have updated the code to include that. As for the rude member of staff, you arent able to give her a voucher into slightly later into the game than the other women you work with. 2 Likes Even when that option becomes available though, its bugged, and consumes the voucher without doing anything.Another small bug - the option for 2nd and 3rd hotdog eating contests become available at the same time.I also got an immaculate bagel which I think was supposed to be for the fairy but was unable to feed it to her or use it in any other way I could find. 1 Like There are some broken links, like when Jamie tries to feed you in work, and you cant advance, the link is broken. Or sometimes the walk animation doesnt show anything and you have to turn back. That feeding scene at work works - the link is just very very subtle. The last word at the end in blue I believe is the link forward; it doesnt show up in traditional hypertext colors.I can confirm though I had the same issue with walk occasionally not showing anything in I believe it was stage 5, after the closet feeding scene. Sorry man but i just gave the new update a go and most of the weight gain stage images now dont work and found that very few of the coworker images show up now. Just a heads up mate! Also none of the date images show up now either. Just letting you know! Thank you for the heads up, I am working through playtesting to try and find the broken images, I will try and get a patch up as soon as I can. 5 Likes And again: thank you for all the hard work on this! This is one of the best and fastest-updated projects Ive seen in a while. I appreciate your passion and I appreciate how extensive of a game youve built in a relatively short span of time. 2 Likes echo Urukill thank you for the hard work! I love the game so far! I think the rampant broken images in this update might be part of a more foundational issue rather than the the individual images themselves(at least in most cases). Ive done a few differenet runs on 0.3 builds, and each time different images are broken. They seem to happen more often the longer the session goes on. 2 Likes hey been playing for an hour now just trying to wonder how to go grocery shopping if its been implemented yet heres some progressive spoilers for youYou cant do it for yourself. You do it for a character you meet.In Weight Stage 4, a Golden Dubloon will appear in the shop. You can give groceries to the character you meet from that.Toss the Golden Dubloon in the Fountain when it shows up while walking. The grocery store I believe should have a chance to appear when you walk after that. It may currently be bugged. ok thank you i was walking for a bit but no worries if its bugged ill wait for the next update this game i find has allot of replay ability in my eyes Patch 0.3.2Fixed Black screen that would show up if a certain coworker was given a voucherFIxed the walk so that you wouldnt see Beths phone event multiple timesFixed the coin event at the fountain so that you no longer will go back to previous weight stageFixed code in fairy intro scene so that grocery will be properly unlockedCoworkers should respond to receiving a voucher nowThe secondary hot dog events will not show up simultaneously anymoreFixed some broken linksFixed some broken imagescorrected some grammarOf note, due to how the interaction with the fairy is implemented if you are on an old save that has already encountered her you will not get access to the grocery store, in that case you will have to restart on a new save, my apologies. 1 Like Also, for those of you that are experiencing many image breaks. During my playtesting I can across a couple but not nearly enough to align with how people were describing it. So I delved into the depths of the interwebs to do some research. Apparently if you are on a different OS (I am on windows) then your browser might not be able to properly read the file names that have been uploaded with the game. One solution that I have seen suggests that I may need to rename my image files to not include spaces, as well as to change the file paths away from backslashes to forward slashes, I may look into implementing that, but it will be a time consuming process considering how many images there are already in the game. That will likely have to be its own sperate update. Case sensitivity is also an issue on other operating systems; A and a are different letters. So as a contrived example, if you had one image named Jamie.png but referenced it as jamie.png in twine or vice versa, the image may fail to load. Windows will hide this problem since it ignores case in filenames. This can be sidestepped by consistently using only lowercase or uppercase letters, not both. 1 Like Yeah, that is where the majority of previous broken image issues arised, that I know how to fix without much hassle and I can catch in my testing, images not working on other devices is something I cant know about until after the fact 2 Likes I am also on windows and every version of 0.3.0+ has been pretty painless in terms of image breaking. Ive only had a few and they resolved themselves by refreshing the webpage.Sounds like it may indeed be a OS issue. 1 Like Looks like getting the 100 count of espresso functions the same as buying the 10 count - only pay 50, only get 10. three questions on the newest buildSummaryIt seems like the girl will not accept the voucher, is there a time limit on it?I cannot offer the fairy anymore stuff all it says is give fruit and nothing appears, I have given it all the way up through watermelonDo multiple feeding sessions with Stephanie do anything? Or is it more for show? Page 7 Going off of this:I did the three hotdog competitions and I thought it said it gave me a voucher but I do not see it in my inventory. I will look into fixing that, thank you for letting me know The coworker that is losing weight will only be able to recieve a voucher later than the othe coworkers. Once you have given the fairy a watermelon that is the end of the interaction with her at the moment, Ill look into removing the give fruit option after that point. And currently feeding Stephanie is only to build your relationship with her while also getting some art. Im unsure of how you managed to get 3 contests, you should only be able to do 2 maximum in the

complaints against her causing her to get fired on the spot!Jamie has a Shadow curio item in her home which is why she is so busty, giving you the option of misplacing it causing her to get fat herselfBeth directly asks the MC if shes intentionally getting fat?A few items to suggest for the MCs weird friendReinforced support railings to help her around the housea Special harness to help with all the weight while walking aroundspecial keyboard and mouse because her fingers would be starting to get too fat to use her normal sized onesa drug or magic item to help with any health issues for being that big (Strengthens internal muscles to lessen the strain on her body, makes it easy for her body to deal with cholesterol & and improves blood flow as well as leg muscles)a new voice command phone so she doesnt need to dial any numbers 3 Likes Page 9 Totally off-topic but impressed you created this all in Harlowe (At least, I think it is. I only use Sugarcube). Is the coding very complex? Youve done a lot in a short amount of time. Looking forward to more. Thank you to you and everyone else for the suggestions, I want you all to be aware that it is very helpful in giving me ideas for ways to take the gameplay and story. Some of these are very interesting! 1 Like I have been using Harlowe yes, as for if the coding is difficult, hard to say? Like I mentioned this is my first time doing any sort of coding, so there are many functions available to me that I dont know how to properly utilize or just straight up dont know exsist. I mostly watched some basic tutorials to give me a grasp on the bare essentials and then Ive been learning as I go, usually googling stuff if I ever get an idea for something I want to implement and how I would go about doing it. Im sure if someone with the proper know how were to look at the code underneath they would probably shake their head at whatever the hell Ive come up with. 4 Likes Love the game cant wait for updates of it 1 Like sugarcube is for coders who want to write a CYOAharlowe is for writers who want to code a CYOAIMOTheyre reasonably different, and sugarcube has a lot more coding tutorials online, but thats because harlowe imo is not targeting the coding community directly. 3 Likes Good explanation. Newb myself to all this and just started coding/doing Sugarcube recently.Havent used Twine since I first used it in 2014 so learning the ropes again. Dont mean to derail the thread with this. Just dropping by to say the games good. 1 Like Well. Few thoughts here.A New Game button would be nice im buggered if i can reset my game currently.More stages are a given, id suggest larger portions at certain stages would be cool (think two dozen donuts instead of just the one or two hotdogs).Being able to take folks to the buffet with you would be a fun addition.As for the Streamer? More in-betweens and other activities might help you pace things better in the long run.More ways than the hotdog vouchers to do things to coworkers would help add variety, such as that random bit of food that you can opt to devour or leave alone.Maybe also something to do with particular passengers on the commute, such as the girl with cute hair, or the bunny eared one, too.Other than all this, keep going! 4 Likes Found some time to play through the update, got a couple more bug finds.Strawberries are listed as $1 but charge $2Cheese takes your money but isnt added to your inventoryThe option to pass is available after eating a hotdog at any weight stageI never received the hotdog voucher after the eating contest, so Ive been locked out of all of the workplace NPC content (currently on the 5th weight stage). I did just buy a hotdog the first time the eating contest was available though, might have broken somethingStephanies 2nd Come Over date (on the 5th weight stage) doesnt have speech colouring for say ahhh, assuming by the context its meant to be the player saying that 1 Like Im curious to know what ai program you use for the images Thank you for pointing these out, they will be addressed for the next update. As for the voucher, did you win the eating contest? If you participate in it, but you arent gluttonous enough then you will lose the contest and not receive the money or voucher, and you will have to wait to try again at a later weight stage. I won it, and chose the option to carry on eating. The last time I played I did the same thing and got the voucher, so idk what broke it this time around. I also got the option to eat the Glizzard once afterwards then it disappeared from the hotdog stand after that. Didnt encounter the right NPC before eating the Glizzard so that might have something to do with it, not sure what its purpose is other than a one-time meal. If you use the voucher yourself to eat the Glizzard then you obviously cant give it away later I did the same thing last time and still got the NPC events, maybe that was just a bug that got patched and I wasnt aware. Either way thats a pretty useless decision if that is the case, its just a one-time 2kg(?) meal that locks off a load of content, which in itself can remain unknown to players if they encounter the right NPCs afterwards like I just did. I think it would be better to just remove the possibility for the player to eat the Glizzard because I didnt see any way of obtaining another voucher, even after moving up a weight stage and encountering the hotdog stand again. At least with the vials you can use them on the player then get reverted back to how you were previously, but the Glizzard adds no content except for an image of a hotdog, then locks off a bunch of interactions. 1 Like Ok but what if I dont want the office coworkers to get fatter and would rather take the free weight gain from using the voucher on the PC?More options is good, just dont use it on yourself if you thinks its a waste.This is such a non-issue to get worked up about. What if RNG dictates that I dont meet these NPCs before I see the option to eat the Glizzard? A new player would never know that option even exists, let alone be able to choose between fattening the NPCs or the PC. This is very much possible as Ive just explained that exact sequence playing out for me. Twice. Sure, I know now that theres a specific sequence Im supposed to follow to unlock this content, but for anyone playing for the first time theres no way of them knowing that.The effect on the PC is negligible too, a 2kg gain (if Im remembering correctly) is the equivalent of 2 dozen donuts. It doesnt even give you more weight than you can normally gain in a day, like the scrolls do. If this were a choice between two branching paths (with subtle text hinting that its a one-or-the-other deal) where you could fatten the NPCs or (for example) unlock an extra fattening route for the PC then I wouldnt have an issue with it. In fact that just adds more replayablility. But for it to be a choice between extra content and no content removes any worth behind letting the PC eat it. 4 Likes Good game,cant wait till save is added,so I have time to fully explore. Fair enough.I dont really want the option removed, but making it a more attractive option is a good idea. Youre right in that 2kg isnt much in the grand scheme of things.Buffing the number and maybe providing a passive benefit similar to the amulet or just some art instead of a hotdog would would go a long way. 2 Likes This is a totally valid point, and it has given me an idea for something, hehehe 1 Like There is already a save function i have gotten three ingredients from 3 characters after giving them three vials, is there a fourth one? Page 10 There is a fourth vial and a fourth character. The shopkeeper takes the WG vial, the Baker takes the BE vial, the buffet waitress takes the AE vial, and your coworker who loses weight takes the Hyper vial. All four give you ingredients. 1 Like Well Tell me where is it? When you wakeup (and you can choose to weight yourselves or go to work)there is a text to save the game in the upper part and to load the save you have to exit the browser and then enter again in the game Whelp I swear the day i posted it I didnt see it.wonder if the webpage just didnt load it.Thanks for showing me. Absolutely love this! Played through a majority of it.I hope to see more, the content is at a good pace and it definitely feels like its neither a slog nor like its going way too fast. Usually I have a big critique, but for the most part this is all really good.Considering you work in fast food marketing, it would be interesting to see if that eventually plays a part into things. Like if theres a side quest of sorts in the story of doing such a good job in decision making and such at work that new cutscenes appear for bigger and bigger gals with mention of Huh I might be doing too good of a job and so on. It would also be interesting for fast food style events and so on to occur. Essentially, another branch which would lead to more world building.It would make work a little more interesting and give you more of an impact on the world which I think would be really fun! It could also be used as an additional road block to continue the story. If you want to get promoted, you need to be heavy enough AND the company needs to be profitable enough (or if one value is big enough you can override it). As a result, it gets harder to get fatter until you make the rest of the city fatter or if youre falling behind in weight, if you do a really good job at work then that extra cash will help you along.As a bare bones skeleton of a system, think of it like this.Two things you can do at work. Budget Manipulation, and Multiple Choice. Whenever you go to work you can choose to re-arrange the budget based on if you have more to work with or perhaps you saw certain things on the way to work that day. Occasionally Multiple Choice pops up, which involves whether to use bigger girls in marketing or not, social media outrage, a new idea for combo meals, and so on that may go well and give you a lot of Good Job points as well as an increase in budget, or not do very well and hinder but the same choice will show up after a week or so in the future so you can make the correct choice that time around.Overall I think it would be nice to have more control in the workspace and thus a stronger connection to the job itself ((I know Im already off the deep end, but just saying in terms of a possible route with the donut gal. 1. You decide to work with her donut shop in terms of marketing and she does so well all those extra customers and stress causes her grow. 2. Fast food competition does so well that shes out of a job and starts working in fast food, leading to growth.))Thank you for reading my ramblings. Cant wait to see more!!! 1 Like i dont think Ive ever met the 4th one is it just a random event at work? It is kinda specific chain of things you have to do to get the opportunity.Once you get fat enough, shell have a small chance to humiliate you in pre-work events for not losing weight like she did. You have to get one of the hotdog contest vouchers, slip it into her purse to tempt her to gain weight again during one of those scenes, then wait a while until she confronts you about sabotaging her. At that point youll have the chance to put the hyper vial into her drink. 1 Like Version 0.4.0 contains1 new weight stageA new coworker for you to fattenA laboratoryMany new scenesA couple of new endings (including one that has to do with the glizzards)Cooking/BakingAn extension to the Fairys storylineOver 76000 wordsOver 450 imagesThere has been content added to the earlier parts of the game, so I would recommend a fresh start.A shout out to Morte_Nera on the Weight gaming forum for aiding in writing a couple of scenes!As always, bug reports or suggestions are welcome, I took extra time for playtesting this time so I am hoping that it wont be as buggy as the 0.3.0 release haha.This game was made on Windows OS and the file path uses Windows formatting. Other OSs may have a hard time displaying images, from my understanding refreshing the page may help in those instances. 14 Likes As a user of imperial measurements, I was surprised to see that weight is now in pounds, but was glad to see it. I hate to be nitpicky, but umm I was also surprised to see the starting weight is 75 lbs. Wasnt it like 45 kg before?? I think there is another reason this girl needs to put on weight if shes 75 lbs starting out. 1 Like Ill be honest, i didnt convert it straight across, I took the numbers from before and did a multiplication that would align more with the images, because with how the weight was before how Aubrey was depicted in the images was too small. The trade off is that she is now a very petite girl to start Could you add Options so we can switch back to kilogramm as measurement?That would be really nice. Yeah I could do that, shouldnt be too difficult an addition 1 Like Excellent update again man! Keep up the amazing work! Bug: got hot dog vendor during first stage and the image is not showing up. awesome also image breaks again this ill use this post track each break per stageStage 1:eating hotdogScrollStrange AmuletStage: 3Being offered an expresso when i do not own it yet!Stage 4: Nice, a new update! Cant wait to see the new weight stage So far I only encountered one bug, this appearing despite me only having bought the amulet (and the monkeys paw) from Shadowed Curios:Also, a bit of a nitpick but I think its a bit confusing to not get the Lilly bad end. I didnt want to come see her before having the cheesecake, but by the time I did she already called HR and I couldnt continue her storyline anymore. Speaking of her storyline, is the point where she asks you to find something else for her the end of her storyline? I genuinely cant find what Im supposed to do, so I assume it is?By the way, can someone remind me how you get Beths number? I used to get it without even thinking about it but now I dont, and it sucks because shes my favorite of the three phone girls I did meet her at every weight stage (I think) but never got her number.Anyways, as always this update really delivers! This game is continuously rising to the top of the best games on this site, and as always I cant wait to see whats next! 1 Like You have until stage four to not get the bad end with Lilly at that point she loses her patience with you and reports your theft. As for Beths number, you need to have had the event with her in stage 2 where you give her a sports drink and introduce yourself, then in stage 4 when you run into her while she is out doing her delievery job she will give you her number. 1 Like Well that sucks seeing as I enter stage 4 on the same day she even talks to me, so now I have no idea what to do besides never talk to her I guess.Either that or redo all the progress again which takes ages to ramp up.:v Hmm, that is a fair point, I hadnt considered that possibility, I will look into changing how it works in the code, perhaps set the deadline to stage 5 instead Ok so ive finished my playthrough of the current update, and i certainly enjoyed it though idk if you can off another voucher to your toxic co-worker instead of a hyper potion to make her even fatter (Would be fun if you could)shame you cant still meet the streamer in person however but other than that its a brilliant update at the end of the day.Though i want to give a few more suggestions due to her climbing weight now effecting her homes furniture now.Perhaps in a later in the story have the MC contact her friends/lovers and ask if they would like to all move in together due to the fact while she is still mobile for now that might not be the case if she keeps getting fatterher competitive eating contest rival has one more contest against her and if she MC wins the rival is devastated to the point of running off giving you the choice to talk to her and giving her the voucher making you friends now or leaving her beHave Beth come into the MCs work place delivering items and perhaps Jamie offering her a job at your work place? Page 11 It might seem like a small thing, but THANK YOU for having endings not end your game and letting you get right back to it. 2 Likes I will let you know, there are 2 instances of that happening, 1 because it is more of a branching path type deal, and 2 because it is a fail state. The first one gives plenty of warning of something being about to happen and you can opt out of it by buying an item at Shadowed Curios Right, though I meant stuff like the vials. I dont mind fail states, I just mind having to repeat the whole game because of using a single item for a page of content. Letting you go back to right before you used it is so much more fun.(Though letting you go back after eating the last, doomed hot dog would be appreciated :p) 1 Like Alright, soEnjoying the content so far. The new stuff is fun, desperate for more ESPECIALLY Stephanie WG, Beth ass/humiliation, and coworker growth in general. Lab stuff is eh but excited to see what comes from it. This update is a little messy though, both coding wise and general story/gameplay. Picture missing for the fairy when she comes to your house, sometimes you have access to items you didnt buy yet (like I gave someone the AE drug without buying anything of them somehow, but cant give the baker the BE drug. Also, it offers you coffee as an option as soon as the espresso machine is available even if you havent bought it yet.)As for things that arent bugs or errors but are more just messy choices Try not to do too much. Theres a lot of this could build into something cool going on right now, but ultimately the result is a 100 things that will maybe eventually be cool rather than a few things that are actually as amazing as I think youre capable of. Beyond that, some little complaints.Wish you had more choice in who you gave the glizzard and or drugs toThe RNG element of events happening sometimes means it takes forever for certain things to happen like seeing a coworker gain or continuing the story of a character like beth or the fairy.I get some people like fail states but, it sucks that once you get too wide (seemingly without warning) you are stuck from visiting the curio place, somewhere VERY important.Speaking of, when certain items appear in the store seems inconsistent, and the prices are not that proportional (100 dollars is a lot early, 600 is nothing later). Also, why is the coffee at the curio shop? I get its a joke and was added early but you have a grocery store now!Anyways, ranting over. Enjoying the game but just wanted to offer some suggestions/questions. 4 Likes Dang, Beth is super easy to miss then. I know randomness is part of the core design of this game, but may I suggest getting rid of the useless park events, so theres more of an incentive to go there and higher chances to trigger events there (which would also help make the fairy quest less tedious)? I love the descriptions themselves (watching the character go from having a nice jog then not going as far as she used to and finally just lounging on a bench is super hot) but maybe they could be added at the start of every event instead?Speaking of descriptions, perhaps the office segments could have some more, maybe detailing Aubreys work as she goes promotion after promotion (beginning with just stacking paper or fetching coffee, then administrative work, then managing a team or something) and/or the increasing daily struggles like people looking at her more and more or her chair groaning louder and louder with each stage?One last suggestion I had was to make a recurring NPC Latina or black. Theres one pre-work NPC like this and it made me realize theres no other character like that, and, well, I was just thinking itd be neat to have more of them.Also, I must insist, how do you continue Mollys story? Its a very interesting scenario and I can t wait to see more of that 1 Like I was reading some of the other posts here and I made a new save and started a new game. I did not encounter any scenes about a cheesecake and did not encounter a monkeys paw in the shop. Im guessing I missed something big. At stage 3 (I think) an angry coworker will scold you for taking her lunch and ask for a cheesecake in return. If you go to the magic shop and ask the owner for it shell give you the monkeys paw, which you can use for a bad end or to get the cheesecake, unlocking the rest of the story (up to a certain point which I still dont know how to bypass by now) 1 Like Thanks for the answer! I appreciate it. Sorry about not answering that question, got lost in the sauce, to unlock the remainder of Lillys content you need to have developed your relationship with Beth enough to be able to ask her for her help. The idea for Lilly is that there will be some stop points in her gain that will require the help of the other girls. Though it sounds like because you missed getting Beths number that the progression is locked for you. After taking in some feedback I am going to untie Beths phone number from RNG to make it much less likely that it can be missed. So I think I just hit a very big bug. When you get the too wide for Shadowed Curios event, you go back a weight level 1 Like (Update Review)I love the update so far, and the expansion of the story! Like why Jamie has an extreme hourglass figure, and the virtues of the company.The fairy does seem a bit more helpful, though Im not entirely sure about the lab portion.Though I have been seeing a lot of people complain about not being able to access Beth, which is strange because I seem to get her pretty easily. Then I realized the problem with Beth which I kind of went over in my other review:The weight stages kind of railroad the story a little. I knew that the story wouldnt progress if I didnt move up a weight stage level, and I just put all the energy into walking. Which leads to my issue with the game. Theres not much reason to have the expresso or the fairy to give you energy.The food youd get requires money, and you can only go on dates one time. The dates dont even progress the story from what Ive noticed, not in terms of gameplay at least. Unless you are referring to the stretchy sweatpants Beth gives you, Jamies lore dump doesnt progress the gameplay much at all. So I think this is a massive flaw with the game, that I think should be addressed a little more closely. Since size is progress, and not an influence on progress, this is why people struggle with Beth. I would highly recommend against Bad Endings that make it so you cant reverse out of them if theres not going to be a save feature (at least as far as I can tell).Otherwise, it really is just a grind to get back to where you were and if youre not sure why you got a bad ending you could end up in the same position. Ive hit 308 pounds, Lilly isnt accepting food anymore but I dont know what she needs. Ive done everything I can think of. I also havent ran into the fairy or the laboratory yet. Is there something Im meant to do?edit:i eventually got given the option to ask beth for help, so thats solved. Still have no idea about the fairy or the labdouble edit: found them Small bug: After getting the amulet, if the morning message tells you youve gained weight, checking your weight multiple times will cause it to keep going up each time. Patch 0.4.1Fixed a few broken image linksFixed a bug that would make player unable to continue through the day after the closet scene with JamieFixed link for the espresso so that it wont appear prior to player purchasing the machinePlayer wont be able to give buffet waitress the AE vial unless they had actually purchased it.Made a link for player to choose between imperial and metric measurementsFixed bug where player would be able to get extra weight out of the amulet if they jumped between the weight measurement screen and the morning screenMade it so meeting Beth for first time and acquiring her number are no longer tide to RNGMade it so your first encounter with Lilly is no longer tide to RNGAdded option to return to before starting glizzard storyline once you reach its conclusion. 12 Likes Awesome update. Ive had a blast playing it. Could anyone please tell me how to recover a save?I was told to open the game in a new tab and there would be a load option, but theres no option to open a new tab There is a save feature, at the start of each day click save game at the top of the screen.@Dough-E-Nut open a new tab in your browser, there should be a load game option if you have a saved game. I did notice my save hasnt carried across from 0.3.2 though.I was going to suggest adding the multi-save feature Ive seen in other Twine games, but after a quick search it turns out thats only for SugarCube and not Harlowe. Multiple saves would probably make playing through different paths easier, but with the game being as far into development as it is its probably not worth porting everything over. Forgive me but what do you mean open a new tab? I did say that I dont see any option to do that. when I right click or scroll wheel click nothing happens/there is no option to open the game in another tab Not in the game. In your browser, on the tab bar along the top, click the + icon to open a new tab. Paste the link to the game into there. Alternatively you can scroll wheel click the link to the game which will automatically open it in a new tab. Page 12 I like the game a lot, great work! For all the images in the game, the consistency is very good. So far, my only hiccup is that a bulk buy or bulk cook option would be quite handy! 2 Likes For some reason unknown to me neither of those options work for me. Scroll wheel click just does that scrolling thing by moving the mouse and there is no link to the game for me to paste into a new tab. In the top post there is a link to the game. Either copy and paste that into a new tab, or scroll wheel click on that link. that just opens up in itch.io the same place ive been playing, its not a direct link to the game so opening it in a new tab does nothing. 1 Like What can you do with the fairy dust? have you tried actually running the game once youre there? You need to run a new instance of the game in a new tab on your browser, that will take you to the starting page and the load game option should be there. Yeah, while doing development for the most recent release I tried for a while to try and implement a multi save system using Harlowe and it just kept bringing up new issues that would create too many senarios that would break the game. Ultimately I decided to keep the single save method. If I were to make a new game I would likely start with Sugarcube just for the built in save functionality. An export and import save fuction? I dont know much about programming so sorry if im saying something stupid Couple of bug reports:After the soft reset post-glizzard you still have 0 dollars so youve lost all the funds you had.If youre working from a prior save now, checking your weight gives you the prompt to pick a unit of measurement but theres no option available that I can see.And one suggestion/request: a method of purchasing multiple of an ingredient at the store would be very handy, or a way to purchase all the ingredients for a known recipe with one click. Stocking up on ingredients to feed the resident sweet tooth takes a lot of clicking. 1 Like Ive been enjoying this since release, the consistent updates are appreciated - particularly since you tend to add at least something to the earlier stages as well as adding a new final stage which stops the game from feeling identical at the start.One change I particularly liked this round was the added option for the work donut scene allowing you to eat all of the donuts once you had a high enough weight stage. Having options like that where it feels like your character is being overwhelmed by their own gluttony is a good expansion on the characterization - adding something similar to the bakery/hot dog stand/restaurant or even as an additional option on dates could be a fun way to incorporate optional shaming dialogue for those who want it. 2 Likes Thank you for the bug reports, I will address those. As for the shopping aspect, i plan to have the ability to purchase all the items for a particular dish to be something that becomes unlocked as you befriend a future NPC 2 Likes Alright, hot fix uploaded that will let player change weight display at every weight stage, as well as money not being set to 0 if you reset the glizzard bad ending. 1 Like After playing through it again and getting the immobile ending i think this needs to be better extended since it feels too short of a bad ending, plus 425 lbs isnt that immobilizing sure its going to start to become much more of a challenge getting around but stuck to the bed very very unlikely,If you really want this to be a bad end then my suggestion is to first of all have during this bad ending have her dr friend have to go out of business because she couldnt find any test subjects to help with her research while the MC starts to increasingly struggle with her mobility over the weeks and months and then maybe one day have the MC come into work very late with Jamie pulling her into her office asking why shes been so late recently causing the MC to confide in one of her closest friend shes really struggling with her mobility and doesnt know how much longer she can stay mobile, Jamie offers the MC to move into her place and start working from home causing her to gain faster where it doesnt take long to become immobile and Jamies personal fat play thing.Also one other idea/suggestion that might interest you is give the MC a sibling NPC be it early on or in the later stages of the story be it to try and get in the way of their diet or see photos of her online with her friends and want a verbal explanation from her why shes so big 1 Like Going to agree with this statement: maldy:425 lbs isnt that immobilizing sure its going to start to become much more of a challenge getting around but stuck to the bed very very unlikely,Honestly, there are people moving around at 800 pounds I feel youve hit the cuty off point for mobilty way to earlyIm also here to provide some other feedback the game works well so far, I find it funny that so many people talk about the vials and magic stuff but I have never used any of it and the game still works well it sort of feels like you can play the game how you want except for the new cheesecake thingThat being said, I enjoyed that interaction, I just wouldnt mind if there was a way around it without using magic.Also want to add, it almost feels a shame having seen how the streamer falls into gluttony how your character cant also do that without it falling into an immediate bad ending. I like dthe addition and the Baroness ending, the writing is great and I like the direction but it just feels like it becomes an interactive story at that point and having it hit that ending was kind of a let down moment (despite how enjoyable the whole lead up was). I know endings are neccesary, but Id almost like to play that out in the normal game mode or perhaps see that sort of attitude take the MC over as the game progresses nromally, especially if you choose to partner up with JamieAnyway, keep up the great work! 4 Likes Playing devils advocate: The people at 800 pounds have had years to let their bodies adjust and build muscle. Even allowing a slow playthrough, youve ballooned up several hundred pounds in less than a year, so it makes sense the weight to immobilize you would be relatively low. Still, becoming immobile before even reaching 500 pounds kinda sucks to be honest. I know the game isnt finished yet, so hopefully he will add more content pre-weight goal 1 Like I have a sneaking suspicion that whatever weight goal she had will have a way of creeping upwards, with so many bad influences rubbing off on her An excellent point, it might also be said a normal person would find it impossible to gain so much so quickly as welll think it just has to come down to suspending disbelief (ignoring all the magic of course).Which if that is the case, theres no reason the character would be immobile at such a low weight, or even require science to help as we are just accepting its part of the fantasy.That being said, you could counter that but saying as we are using suspended disbelief rules, its perfect fine for her to hit immobility sooner as real rules dont matter 1 Like Page 13 The point of Aubrey being worried about losing mobility is what spurs her to seek out Tiffany in the first place, originally I wasnt even going to put an immobile ending there but my thought was that if the player character ignores the science lab entirey there should be some kind of result from that choice and losing mobility feels like the natural conclusion, I still have plans for further weight stages, this is just one of the potential ending points based on the players actions. I may push it back with the next weight stage, Im not sure yet 7 Likes An alternate encouragement / punishment if the player puts it off too long could be an increased debt - could have it go up by like 5k or 10k per stage you put off the treatment. Is there any I can do to help Lilly About the only suggestion i could come up with that hasnt been mentioned already is being able to hand out more glizzard vouchers, like to a certain haughty co-worker that youve handed one previously to.as a means of alternate paths from the potions.Perhaps if you win enough eating contests youll be able to purchase them on occasion to hand out, like a gift voucher. 3 Likes Who ever needs to hear this You got this you can do So, first off, I will say that I do really enjoy this game. Got a good range of characters of various attributes and personalities that are fun to see. The art has also been fairly consistent good quality as well. I know its AI generated, but having mucked about with some trained models and personally trained models here and there, I know it can be a pain to get consistent, quality are from generations, especially ones that dont have some weird deformity ruining them. Keep up the good work, and I hope to see more.Now, onto a few points I feel are more than just a personal difference of taste. The first is a small recommendation for a Once a week forceable encounter at work. Considering the randomness of office encounters and their singular nature per day, it can take some rolling to get the individual youre looking for. Considering there has been some fun content added to a few of them, itd be nice to have a small cope out here and there. Maybe a You woke up early today, so you have time to swing by a fellow workers office of your choice. That way, you dont just get to instantly power through the content, but can focus from time to time. Next has to do a bit with Shadow Curios. Ill preface this by saying I dont have an issue with the prices in the shop, the rate you gain money, or anything of that nature. I do find it something of an odd choice to have the Curio shop become inaccessible when you get fat enough, however. There are quite a few items that cost a decent chunk of money, so you likely wont gun for them until later in the game. In latet gain stages, you begin to gain mkre money which further encourages you to postpone getting things like the espresso machine and the vials. Buying the machine, the vials, and a single large group of the additional espresso uses will rack up a good $3000. Waiting till later makes sense to start acquiring these. However, with the stuckage preventing you from entering later on, all the good reasons to wait till your budget is at its current highest flexibility instead locks you out of purchasing the items. The scrolls, while optional, also seem like they will be a decent item to aim for later in the game after a few more updates, as thresholds for increased stages increase as well. With all that said, I think the stuckage scene does need to find a new home. Curios has too many high draw items for later stages, with matching prices, to be locked off at said later stages. I do enjoy just about all there is in the game so far, including side characters and their content as well. Im eager to see more added when you can. Suppose anyone can give me a hint about Lilly. I made her a brownie, and she ate it, I made her cookies, and she ate them. But it seems like nothing is progressing. Any help is appreciated. 1 Like Just keep doing that. Shes a bit of a grind, but shell get fat eventually. 3 Likes How do I trigger the endings? Ive only found two so far I really wish that I hadnt included the too big to shop thing yet, It was me putting something in the code for later down the line when I first was making the game, the plan is that this story line will lead to a sequence of events that will end with you being able to get into the shop again, I wasnt worried about leaving it in the code since it doesnt trigger until after you have reached the end of the main story content. Either way, I promise that getting stuck is not something that I plan on being a permanent thing. 5 Likes yeah it takes much more food to progress her weight gain im afraid 1 Like theres no option to open the game in a new tab. The link at the top of this page just takes me to the ich.io game page not directly too the game so that doesnt help and when I play the game through that theres still no load option after saving.Apologies if I sound a bit short, I did not intend my message to sound that way. No link will take you directly to the game, the game is hosted on itch so youve got to go to the itch page to be able to run it. Unless your browser is clearing cookies every time you close a tab, all you need to do is:Save the gameScroll-click the link to open the itch page in a new tab, doing this all on the same tab will not workRun the gameLoad Game will be the first option above get out of bed and skip intro 1 Like Really enjoyed this game, very much looking forward to more in the future! I loved the Jamie scenes and hope there are more ones involving work involved, as well as more stuff with cooking and feeding it to other people, possibly? Keep up the good work! Does the amulet help you gain weight or is it just used on the Shadow Curios clerk? It boosts player weight gain if you keep it - you should see the text for Ive gained some weight every morning while you have it. Useful if you want to spend money on others/save for other items & still gain. 1 Like Mandrit:About the only suggestion i could come up with that hasnt been mentioned already is being able to hand out more glizzard vouchers, like to a certain haughty co-worker that youve handed one previously to.as a means of alternate paths from the potions.Perhaps if you win enough eating contests youll be able to purchase them on occasion to hand out, like a gift voucher.This is actually a based idea omg. I see the appeal of magic sudden expansion potions, but slowly making the other NPCs more gluttonous is a thousand times more appealing. SquireAngel:Now, onto a few points I feel are more than just a personal difference of taste. The first is a small recommendation for a Once a week forceable encounter at work. Considering the randomness of office encounters and their singular nature per day, it can take some rolling to get the individual youre looking for. Considering there has been some fun content added to a few of them, itd be nice to have a small cope out here and there. Maybe a You woke up early today, so you have time to swing by a fellow workers office of your choice. That way, you dont just get to instantly power through the content, but can focus from time to time.Another based idea tbh.The randomness is kind of a detriment at some point, especially if youre trying to track the progress of your coworkers. Id like to add that theres also a bunch of permanently missable events tied to randomness and weight stages, for instance Im pretty sure if you dont go on walks at the stage upon which it is unlocked, you lose the option to go to the buffet forever. 1 Like I would really recommend against blocking off access to the Shadowed Curios. While I get that theres sort of a shift to relying on the fairy for the same bonuses you effectively block off all access to the vials and also to see the character at all.Also if you didnt go to her about the magic cheesecake before getting too large youd entirely lock that route of content. Its not very likely but still wouldnt recommend blocking it off unless you plan to reopen the route later. 3 Likes Quoting the author: the plan is that this story line will lead to a sequence of events that will end with you being able to get into the shop again 3 Likes How big are we going to get in the story later on Page 14 Youll have to wait and see, wont you? Im sorry, but Im still very confused on how to properly save.Theres a Save Game feature at the start of each day, yet when I click it it tells me Sorry, I couldnt save your game. I tried putting the link in a new tab, but all that did was bring me to the beginning of the game with no option to load anything.How would I go about saving progress? 1 Like Sounds like you have some sort of restrictions on your browser preventing saves from occurring. That or your computer drives are absolutely filled to the max (unlikely). Try resetting the browser to default settings or using a different browser to play the game with. Bug: 1 Like After you get the monkeys paw from Shadowed Curios, how do you get the cheesecake for Lily? Check the monkeys paw in your inventory Hey allJust want to know whats the new weight stage set at or if Im there now?Im 177 kilograms atm but I feel like i read earlier that 200-ish was the limit? unless Im thinking of another game. 200kg was the limit before the most recent patch. In the most recent patch I think he retuned the values to pounds and rebalanced the weight to align more with the images. I unfortunately cant remember the exact values offhand but I dont know if you have the same neat breakpoints as before - e.g., it might be things like 342 lbs or something like that. I think the limit is in the 300-400 range though in terms of lbs, so 100-200 kg.Limit just means thats where the story ends for now - you can keep playing past the end of the story. 1 Like love the game, the art is great for ai keep it up!question is there a use for the AE potion, and HYPER potion in 4.1 or is that something for later versions?I know you can drink them in your inventory, but is there a other use for them? 1 Like I believe they are for the buffet waitress and rude co-worker respectively! Need to have them at the max size up until that point, but Im unsure if the rude co-worker is 100% implemented yet 1 Like okay didnt think of them, well I figured the rude co-worker due to the dialog between themThanks Really good game it got me awake the whole night and i think i got all the endings so im looking forward for more! Also i have some suggestions to make it more aliveYou should add some difficulty to the game like if you dont eat you lose sime weight or add a fullness status so you cant just eat 5 or 6 time everyday (taking in count that in the first stage your stomach hurts with the big meal and then you go and pick an another one?)Add some inteactions depending on which girl are you dating i.e. jamie is a feedeet so she will tru to get more interactions in that way with you, beth is a gamer but loves excercise so she will tru to push in that way and so on.Add something to lily just feeding her its kinda boring, you should be able to call her and hang out together.Add an option to buy coffe cuz after getting bigger you cant buy more :cAdd levels to cook and barista options so food wont make you only fatter its also add you other buffs or nerf depending on qualityAdd an album or a way to repeat some secuences (so you dont need to play everything again to se wathever you want)Also jamie seems pretty excited everytime you gain some weight, why not add an another kind of extra hours with her? (if you add intimacy level or love this will increase the chance)Gloutton ending might have more options like being visitide by friends or helped by them.Add accesories to fairy so she will be able to do different stuff or more powerful madicadd an another route (muscular maybe or another kind of body transformation) so girls will react in different ways depending on your route or objective.Add interactions with the grocery store shopkeeper and please addva way to buy 5x or more also for cooking 1 Like The game content its up to 200 kg, im at 350 and nothing changes Buffet waitress is ae serum hyper not sure Hopefully theres a gallery feature added someday! Good idea Hyper its implemented but its terms of ptobabilities to use it the same for feeding sessiond 1 Like Hyper Serum can be used on your rival at work. Yeah but its a matter of lucky dont know the chances but they are not so high For a first try this game is honestly pretty impressive, my one complaint is that i wish you could manually trigger overtime, or maybe slightly increase the pay by 10 or 20 dollars from whatever the base is. I could see it being pretty easily implemented, who knows might mess around with it myself and see what I could make.Keep up the good work. 1 Like Page 15 I may be wrong on this, but Im fairly certain the upper limit for Lbs is like, 364 or something. Kilos to pounds isnt a clean conversion, and the game started on Kilos. Im on 450 kg and nothing stops me Yeah, I phrased that wrong. I meant the final weight stage threshold with permanent state. Technically, theres one more threshold trigger after the 340-ish one, but its just the event, not the full weight stage. Only just got round to trying this and I loved it! Was very reminiscent of something like A piece of cake if anyone remembers that, but much better paced with way more things to keep you engaged. Whenever I was starting to get tired of a weight stage a new one started which gave me a load of new art and events to see. Speaking of, for AI art you did a good job keeping it consistent. No isnane weight fluctuations and pretty good normally besides typical AI stuff like mismatched eyes. Im impressed you got it to olay along with such big sizes. Needless to say Im excited for more weight stages and progression of the various characters gains 5 Likes Really loving the game so far.Minor / semi major bug reportTheres no option to continue after Jamie feeds you in the supply cuppboard 1 Like ah, Im an idiot, thank you 1 Like What do i need to give Lily when she says that she needs help with her craving? I bought everything from magic shop, from normal shop, made every dish and i still cant give her anything Lilly asks for help because her clothes arent fitting her and her hungers out of control. If youve received Beths number she will have a fourth option when choosing to call Beth. To ask her for help. Beth gives you sweatpants that you can then give to Lily. 2 Likes Is there more to the Sweet Cravings baker after getting her to the point she doesnt want you to treat her and yourself anymore?I feel like I read some where a new character is introduced through the baker or after getting to that point? 2 Likes I believe the baker is the one you can give the BE vial to in order to fully max her size! 1 Like How do you get the vial? And what other easily missable items are there? After certain weight requirements are reached, the curios shop sells more items. As for easy to miss items, I think the monkeys paw can only be available for purchase after encountering a character named lily and by furthering her sidequest you can find spare clothes for her from Beth 1 Like I reached the end of current content/max weight and cant even get in the store to see. 1 Like Thanks! I knew there was something I was missing with her You have to give your amulet to the curios clerk before you are able to purchase the transformation vials 1 Like If you become too fat to fit in 1 of the stores, can you just place an order delivery over the phone? Just an idea since getting stuck in the doorway to buy coffee sucks. Ill wait for the next update patiently tho 3 Likes nice game.I want play more 3 Likes Are there more then 2 Bad Endings currently? Are there more then 2 Bad Endings currently?Yes, but you kind of have to hunt them down. There appears to be a unique Bad End to every vial you can buy from the curio shop, if you opt to drink them yourself instead of giving them to their designated targets. Theyre accessible only via inventory, same as the monkeys paw end. 2 Likes Page 16 A few questions:Who is the target for the hyper and butt vials?After giving the wg one to the goth girl does she have any more stages?What is the purpose of the fairy dust? Butt vial is for the waitress once she is big enough and the Hyper is for the toxic co-worker after you give her one of the vouchers you win in the eating contestand not sure myself but i think its for a future updateNo she doesnt unfortunately 2 Likes i love this but i got to the 250 range then for some reason my game saves no longer exsisted i am very upset by this this was like 2 weeks ago anyways bitching aside is there a downloadable version to avoid this in the future Once its fully finish will they allow it to be download unfortunately so your going to be waiting for a while for the time being thats sucks thank you though guess ill keep playing as is since its my favorite twine game so far I played through, had fun. A bit too grindy, but not bad. The overeliance on RNG for park events was a bit frustrating, though. Also, being blocked from the magic shop at max fatness is WILD, whenever that place is so damn expensive that you cant prioritize it early on anyway. 1 Like When I raised this issue people said the plan was to make it accessible later. But the Fairy functionally gives you the same things but way cheaper tbh.The main problem is that you cant get the vials for expanding the various people after you hit that weight. Which to be fair may have always been viewed as more an end game type item anyways. 3 Likes Got an error when clicking Go back to before you fell into Gluttony upon reaching the glizzards endingIll also echo a question I found earlier in the thread : there is a Save function but no Load function ? is it a planned feature down the line ? 3 Likes Love this game, one problem:I have ceased to exist 12 Likes When you weigh so little you actually break the law of conservation of mass 7 Likes 9 Likes How do i get Lilly off my back? I cant fix the cheesecake incident so I just dont visit her. From the magic shop, you should be able to buy a monkeys paw. Buy it then use it to wish for the cheesecake. 1 Like Version 0.5.0 includesA complete revamp of the streamerA new cookbook and recipes as well as a more streamlined approach to the cookingThe clerk at the grocery store now has a narrative as well as will help you with making bulk purchases at the grocery storeM

another bug that means Ill have to restart to fix in the next update.Even leaving aside the player frustrations, reworking everything behind the scenes will make the game a lot easier to make going forwards rather than getting to the end and then basically remaking the whole thing. Its always better to have a solid framework to build off of instead of some flashy lights duct taped together and prone to falling apart.@Aleece Ill try to separate my general dislike of the if you dont like it dont play it mentality from this, but if people are being pushed away from a game by a certain feature or quality then that needs to be brought up, else nothing would be changed and more people would be silently pushed away. Whether that issue is huge or small, its still an issue that could potentially be resolved to the benefit of the game as a whole. 6 Likes For what its worth, Im also of the opinion of just wait for the full release.I understand the frustrations with needing to start over every update, but it kinda comes with the territory when you play a game in a prerelease state. I personally dont mind starting over because of the content every update that has been added to the earlier weight stages. 5 Likes Thank you all for the feedback, this is useful information for sure. Developing this game using the Harlowe format has turned out to be the biggest cause of strife for me from a dev stand point. The idea of switching to a new format that is using differnet code language is quite daunting though. Im worried that it would kill my motivation to continue with the game to redo most of the work that I have already put into it. But considering the most common complaint that I have heard has been in regard to the lack of a proper save function and my inability to make one with how the game is at the moment has been a source of frustration to say the least. So, though it would likely mean a large amount of time till the next release, I will work on getting the game programmed into a differnet format. 12 Likes Demanding someone remakes the entire game from scratch because you dislike how something is currently working is just entitlement to the next level. OP is making a project for fun and has no obligations to this community at all, its a free fetish game - not the next title from Bethesda 8 Likes Lmao, demanding, sure.Pointing out a potential flaw, or offering advice, or giving a suggestion for something to be added does not equal a forceful demand. Nor does defending the ability to do such things. If no such comments are given and a developer - any developer - is left in an echo chamber of positive comments then that opens their game up to mistakes and oversights that will likely never be noticed.If I, or anyone else, had come in guns blazing with scathing comments based on the game engine then of course that should be punished, but that isnt the case here. Free games arent immune to criticism, and if no criticism were given then nothing would improve. This is true for practically everything in life, and so long as its given in a fair and reasoned manner then there should be no issue with it.While I may sometimes come across as condescending (especially with my tendency to write long spiels like this) and will take criticism on that, I wont stand for being called demanding and entitled simply for voicing my opinion on a matter. 7 Likes I made a save as file functionality button for this game, I originally created this as a userscript for personal use (because I love this game), I thought it would be good to show you.to use it, just put this inside of output html, inside head tag after title. Big Aspirations WIP If you want some modifications, Ill fix it!currently it only works well only a new day starts screen.it shows on every screen for now, but I can hide it if you want. { const realSessionStorage = window.sessionStorage; let sessionCache = {}; Object.defineProperty(window, 'sessionStorage', { get: () => { return { getItem: (key) => { return realSessionStorage.getItem(key); }, setItem: (key, value) => { sessionCache[key] = value; console.log(sessionCache) return realSessionStorage.setItem(key, value); }, removeItem: (key) => { delete sessionCache[key]; return realSessionStorage.removeItem(key); }, clear: () => { sessionCache = {}; return realSessionStorage.clear(); }, key: (index) => { return realSessionStorage.key(index); } } } }) function styleDom(dom){ dom.style.position = 'absolute'; dom.style.right = '5px'; dom.style.cursor = 'pointer'; dom.style.zIndex = '99' dom.style.color = 'white'; dom.style.backgroundColor = 'black'; dom.style.padding = '5px'; dom.style.borderRadius = '5px'; dom.style.border = '1px solid white'; dom.style.fontSize = '12px'; } function loadSaveDom(){ { const saveDom = document.createElement('div'); saveDom.style.top = '5px'; styleDom(saveDom); saveDom.innerText = 'save'; document.body.appendChild(saveDom); saveDom.addEventListener('click', () => { //get all sessionStorage keys const keys = Object.keys(sessionCache); //create object to store all sessionStorage keys and values const storage = {}; //loop over keys and add to storage object keys.forEach(key => { storage[key] = sessionCache[key]; }) //save storage object to json file const storageString = JSON.stringify(storage); const storageBlob = new Blob([storageString], {type: 'application/json'}); const storageUrl = URL.createObjectURL(storageBlob); const storageLink = document.createElement('a'); //download json file storageLink.href = storageUrl; storageLink.download = 'save.json'; storageLink.click(); }) const loadDom = document.createElement('div'); loadDom.style.top = '35px'; styleDom(loadDom); loadDom.innerText = 'load'; document.body.appendChild(loadDom); loadDom.addEventListener('click', () => { const fileInput = document.createElement('input'); fileInput.type = 'file'; fileInput.accept = 'application/json'; fileInput.click(); fileInput.addEventListener('change', () => { const file = fileInput.files[0]; const reader = new FileReader(); reader.readAsText(file); reader.addEventListener('load', () => { const storageString = reader.result; const storage = JSON.parse(storageString); const keys = Object.keys(storage); keys.forEach(key => { sessionStorage.setItem(key, storage[key]); }) window.location.reload(); }) }) }) } } setTimeout(loadSaveDom, 100)} 7 Likes People are commenting on this thread because they like the game, and want to see it get better. Being overly antagonistic and shutting down valid criticism isnt really helpful to anyone, especially when the developer seems open to listening to peoples issues with the game and addressing them. Because someone brought up the issue of the save system, it prompted @hamadana to very generously share a fix to the issue. Reasonable and well-meaning critique is nothing but good for a game, so theres no need to start a flame war over it. 7 Likes I know that asking for a whole code rework is pretty entitled, it isnt like I say every RPGMaker game should be made in Unity. But when even the dev agrees that using the format is painful for them as it is for the playerbase, I think a switch might be warranted. You dont even need a new version of the game to be released, simply restarting your computer or Itch.io updating their web host is enough to lose all your progress. Even if there is a full downloadable release years in the future, you still wouldnt be able to save properly with Harlowe. Given that this long since outstripped being a simple coffeebreak fap dealio, I think it is more than a little fair to say the ability to save should be put more on the forefront over more content.Plus it is still Twine at the end of the day. Its not that complex a language and much of what was learnt with Harlowe can be used with something like SugarCube. Or simply just take what @hamadana did.EDIT: I would also like to bring up that dont like it; dont play it doesnt hold water because if I want to see new content added in because I DO like it or the sound of it, I have to play through the entire game again, even if the early sections havent been reworked 6 Likes Sugarcube isnt a huge jump from Harlowe from what Ive seen since they are both twine engines. If you wanted gamer, I enjoy reverse engineering things, as well I have a decent understanding of sugarcube. Im pretty sure I could translate your game if you wanted and help you understand the basics of sugarcube and its formatting. Plus its got a built in save feature. 4 Likes Its difficult with all the opposing opinions, but I have to add my own here as well.I think the goal is to be happy with your own work and project to get your vision out. I would strongly recommend focusing on what works for you and your current work flow to keep up momentum and achieve what you can reach for. If you decide to start a new project, then I would recommend changing engines or trying something new. If you burn your resources now trying to rejigger everything, there will be less to go towards developing more content.The only way I would suggest changing tracks now is if you were to bring other dependable team members into the fold to help start you up. This is hella risky, as it will definitely destroy your existing workflow. But this would be worth it if your vision is much larger in scope than what your current trajectory is.TLDR: Stick with what you know and get to the finish line. WIth a new project, try new things. 4 Likes I can tell you from experience that your worries are quite valid, reformatting a fleshed out Twine game from Harlowe to another format (such as Sugarcube) can be quite the daunting task. While I do believe it to be a worthwhile endeavor if you are able to pull it off, it can be a pretty big if. I only recommend the retooling option if you are confident that youre able to commit since a good game with engine limitations is better than no game on a better engine.That said, if you do end up making the switch I highly recommend Sugarcube, while it is missing some of the straightforwardness of Harlowe, it more than makes up for it with its versatility thanks to being able to mesh so well with Javascript code (which is fairly optional knowledge).Also, I can attest to LupusGamers abilities in working on Twine games. He has been quite the help on building and reworking parts of my latest project, so I am quite sure he could get the job done. Also, if you have any questions, feel free to send them my way, and Ill see what I can do to help.EDIT: Nice game btw. 8 Likes I personally would rather you just keep going with the current version for now if a rework will be difficult and time consuming, and maybe add a quick start/easy mode where you start with extra money or something to make it faster for returning players, then when its closer to content completion maybe work on that element 5 Likes Honestly I like restarting from scratch. Its what makes the game feel so fun to start over and continue playing it till the end. But also I have a lot of free time to play the game. Honestly cant stop loving the game and I try to play it a few days over and over cuz its fun. 1 Like Page 22 Theres also this project here? GitHub - Kajot-dev/Twine-Harlowe-Save-To_File: Harlowe utility for saving and loading game progress to encrypted file - Maybe could be helpful? Though havent tried it myself yet. I had also started playing with Harlowe 3, but didnt realize there was this big of a limitation with.Though, Id imagine youd need to record your version info, so you could detect if a save is from an older version and have a function to upgrade it to the next version. You could chain them together so older saves from multiple versions ago get upgraded step-by-step until theyre at the latest? Alright, whatever. Ill add my two cents as welll dont care what engine this game runs in, or if the developer decides to switch to a different one altogether, as long as its fun 2 Likes I dont know if it would be easier to code, but you could have checkpoints unlocked by password. MIght be a way of threading the needle to avoid repeating without having to code a full functioning save feature. I would like to give a huge shout out to @hamadana for coming to the rescue with a fully functioning save feature that works around the limitations of Harlowe. Clicking the save feature will now create a document that you can save within your computer and by clicking the load feature at the opening menu you can select that document to load your save. Because of their efforts I wont have to make the transition to a different coding format. Now without further ado:Patch 0.5.3Grammar and Spelling throughout the whole game has been checked and updated.Menus have been streamlined so that there will be less scrolling and dead space.Purchasing potatos will now add them to your inventory.Lowered some requirements with checks so that you players are more likely some events that they could have missedAN ACTUAL SAVE AND LOAD FEATUREAdded some more hints through out the game to hopefully reduce confusion for certain events.Added a few extra images, because I was feeling saucy. 24 Likes When you choose wander around when you go to the park, it just bugs out and skips to the ice cream thing near the fountain, and skips to the next size as well. Also then if you try going there again the screen is just black. Also doing anything with the fairy that you got from this bugged skip thing has no return button. 2 Likes I dont believe that this is intended behaviour; I seem to be getting both the stage 1 and stage 2 Beth events at the same time: 2 Likes Thank you, yeah that is a mistake that I just caught and uploaded a fix for. It should work now 1 Like Ah, yeah, looks like one of the if statements got deleted unintentionally, I will get a fix up for that momentarilyEDIT: Fix is up 2 Likes Is it normal for the stock to keep going up in pricing? Cuz it started at 14 and the price for one stock is now 29 and its going up each day. 1 Like I feel like theres a joke to be made here, but I dont know what it is so I guess Ill just say TO THE MOON LETS GOOO 3 Likes That one is bizarre. The stock price fluctuates based on a random number selection which increases or decreases the price based on outcome. So in theory depending on your luck it could keep going up, let me know if that keeps happening. Looking at the code there shouldnt be anything forcing it higher. 2 Likes Yeah its been mostly 20+ and start of the game I dont make anywhere near enough to be putting in a lot into stocks So the way it works is that the price only changes when you check on it, so if you want the price to have a chance to lower just check on it. It does consume an energy to do that though, so keep that in mind. Happened to me as well skyrocketed to $50. On a second playthrough though stocks never went above $15. Made it really hard to make money off them the first time. 1 Like Hmm, I do have a floor cap for the stock prices, so that they never go below 1 dollar, maybe I will implement a ceiling as well? But honestly I kind of like that the stock market can just be a bitch though, feels appropriate honestly. 3 Likes It is a double edge sword in that case. If someone bought in at any number like 15 with even 10 stock. If it rose to 50, that would be 350 in profit alone.With my last time playing, I checked stock pretty regularly and saw it go down to 1 per stock 3 Likes I had it only a couple times go that low on previous versions To be honest its pretty easy to cheese the stock market because you can undo clicking on the stock market thanks to Harlowes UI. The RNG appears to change after spending energy on something else, so you can fish for different prices. This makes it surprisingly easy to make money as long as the RNG works out in your favor and you can put up with the tedium. On my second playthrough a couple weeks back, I easily had millions of $ before I did anything else just by buying low and selling high (so like the stock market).(in before Anvil blocks backing out of that passage) Yeah, Ill have to look into changing that, its a fun exploit, but that kind of goes against the spirit of what I am going for with it. 2 Likes Eh exploits like that sorta ruin games like this Page 23 Yeah I wouldnt recommend doing that, the game doesnt warrant it to begin with, especially later on. Well this is a welcome surprise, @hamadana youre a legend. Ill be sure to check this out when I next get the chance. @Anvilandthechipmunks seems you forgot to delete the last paragraph on the top post and on itch about the save function not working, bit of an odd contrast given the new update haha 1 Like A couple of Lillys passages have broken conditionals in the latest update. One of the last ones results in a soft lock. 2 Likes I came across a bug. I triggered the flag to obtain the bagel item before completing the donut girls weight gain sequence and giving her the hyper vial and it broke the donut shop entirely.Two images show at once, the option for buying a dozen donuts disappeared, and whenever I visit the donut shop it resets my cash to $10.Reloading an earlier save and fattening her up and giving her the vial before unlocking the bagel seems to prevent this bug from happening. Thank you for that, I left some code in the game that I was using for testing that caused this bug. I will have this fixed momentarily.EDIT: Fixed I found the broken bracket that caused this bug, will be fixed momentarilyEDIT: Fixed 1 Like Perhaps a small concession? Checking stock prices no long costs an energy, but engaging in buying/selling costs an energy?Also, a small change/addition that could be nice for the buy/sell would be a quick buy price check. The math itself isnt necessarily hard, but usually playing a fetish game (that is of a good quality like this is), youre usually not in the position to be looking to do mathematics. 3 Likes Theres so much content in this game now, its amazing. Love the streamer rewrite and all those events. Beth still remains queen 2 Likes I tried a second save I did at start and went from 9+ to keeping adding as well so is it normal to just happen a lot? Edit:third save it wasnt as bad so its random I guess but most of the time just never low from what I can tell so far.Other issue I got too big and lily got upset cuz I didnt bring a cheesecake so it took me back to the weight she wouldnt be upset and it now makes me visit lily go to home is that normal? To be fair tho I was on my phone doing it and I dont think phones its meant for the game to play as for other plays were on my laptop its just its really early morning so I was on my phone playing it cuz dont wanna get up. Noticed an issue on the latest with the Amulet: 1 Like I dont really think thats necessary to be honest, and I speak as someone who doesnt know anything about this kinda stuff. If stock prices were something like 2 dollars, you would need 200 dollars to buy 100 shares respectively Im going to break from the (mostly justified) conga line thus far of sugarcube fanboyism to say that this is a much more sane path for the game than going through a refactoring. I wouldnt recommend Harlowe for new projects BUT it is perfectly cromulent for this kind of game. The trick is reaching out to people that use Harlowe for tips and advice because odds are, theyve come across the same problems.If still you have issues or cant find a way to implement something the way you want, I suggest looking on F95Zone for other devs that use/have used Harlowe in a similar fashion and asking them politely about it. That said, if you do want to keep plumping up the scale of this project up to say twice its current size, I think doing that from scratch may be advisable.Its been cool seeing such rapid changes to the game. Im not sure if that pace is sustainable, but I for one will enjoy the ride as long as it lasts! 3 Likes i agree how well this game in short time has been received in a positive light but i would recommend using a different one for your next game like Insatiable hearts use, easy to save games and multiple slots Yeah, Anvilandthechipmunks has made a lot of progress on this games development in just a few months. Im impressed by that, since most WG games either take years to come out or just end up dead, but its funny how theres a lot of visible Twine errors during certain scenes. Id rather have further polish at the expense of a longer time between updates 1 Like I apologies about the mistakes, I need to get into more of a habit of double and triple checking scenes anytime that I touch them, but even then, sometimes one just goes blind to their own work when they have been staring at it for many hours on end. Thankfully I have brought a few people on to help me playtest the game for future updates, so I am hopeful for more stable updates moving forward. 9 Likes I was obviously refering to the OOP and not your reply to the matter. Dont get down on yourself about the bugs/typos - editing something you wrote yourself is hard, because you know what its supposed to be in your head and that makes seeing the actual words on the screen harder than it is for someone who didnt do the actual writing. Its good that you have proofreaders/editors now, but thats why theyre so necessary.FYI, I found a Twine error message myself. Its in the first Jamie dinner-date:Additionally, there is an extraneous closing bracket at the end of the passage. Just after Go Home.Still though, dont beat yourself up over it - this is typical, and why people who write (or develop games) professionally hire editors/QA testers to review. I mean, hell, look at Bethesda. There are STILL bugs in Skyrim that were there at launch. Just knock things out as theyre reported and keep working on fresh content and most people should be content. After all, youre currently one of the most active and prolific developers on the forum.You cant please everybody, so make sure youre having a good time with the thing youre developing to avoid burnout. It should at least please YOU.EDIT - Noticed another, slightly-more-significant code issue during play. If you attempt to buy 100 units of espresso, it will only give you 10. Not a huge issue, since now I can directly edit the JSON save file, but worth noting for correction! 10 Likes This game has definitely been one of my favorite in recent memory. Cant wait to see how the gameplay changes after moving in. 3 Likes Thank you for the kind words, its truly does help keep the motivation going! 2 Likes Just as a minor bit of input, methinks you could have a bit more fun at the inconveniently large stage of things before you need to move in with someone else. 4 Likes Page 24 Yeah, a few more options at the larger stages would be pretty fun. Maybe even dialogue branches for non-important stuff, just to give the illusion of choice 1 Like this is like the 5th time I lost all my progress due to updates but at least it wont happen again. thanks for upgrading the save feature! 2 Likes is there a way to get a gallery to see previous images? 1 Like Great, another grand update!I have to say, I love the that the save feature has been implemented formerly (thank you @hamadana)!The stock market too, is also a grand feature for the money problems. However, there is still one glaring problem with the gameplay as far as I can see. This has been a little problem for me since I started playing the game back in V3, and probably still was since the start of the game, and that is energy. Which is actually a problem that got a little worse over the updates.So I did some quick math:If Aubrey had the expresso machine, and the fairy giving her energy (+2), she would have five energy. If the player were to eat just large meals (which seems to be 1kg each), the player could reach 200 KG in 26 days. Now, this is without passive weight progression, or any of the requirements from each stage, but that is 26 consecutive in game days. 130 units of energy, which is surprisingly a lot for the game.The baker, takes around 9-12 units of energy until you can use the vial, which is around 3 in game days. Then the baker is done. The buffet, you could use twice, and give the lady $100, but its going to lead to similar problem like Roxannes, which they will gain really fast because of the amount of money you gave.The buffet, and working overtime are the only two actions that either take up more energy, or just pass the day that I know of. Sure, you could wander around and go for a run, but you might as well sleep in for the day. Though, sleeping in early avoids acknowledging the problem: Not enough energy being used. Sure the cooldowns help regulate progress substantially in some areas, but it actually makes the problem worse. You cannot invest more of your energy into many places. Which kind of makes the fairy and the expresso machine a little useless late game, less so on the fairy because shes a plot device.Which I hope gets remedied in the upcoming updates soon, either way, I do enjoy the games progress so far! Its not so grindy like in previous installations (aside from the feeder parts, but thats a different story.). 1 Like maybe one idea would be that a benefit of the expresso is that you can work overtime and still do stuff (have overtime cost 3 energy). Another could be that if you spend enough energy on certain random encounter areas, you start to be able to choose from the options. 3 Likes Is the issue that you are coming across that you feel limited in your actions due to energy or that you want the game to progress quicker? I am encountering the opposite, there is so much energy that the game feels pretty short. This is because 90% of the actions only take 1 energy. The cooldowns make the problem worse. This is because now you can really invest your energy into many places, so you will be covering a lot more content and progress in the matter of one in game day. Which is why I believe the expresso machine is even more worthless, along with the fairy. I am fine with the overtime taking the whole day, I just think it needs to be slightly rebalanced because it doesnt matter how much energy you have. It just takes all of it and triples your payment. So its more of a waste of an expresso and fairy charge. To be honest I think this isnt much of a problem? The game goes at a good pace for the amount of content there is. I remember there was a twine game on there that was very well written but suffered from trying to space out things way too much, which meant players would see the same dialogues hundreds of time until they progressed to the next stage, and that honestly sounds like a bigger issue than feeling like the game goes too fast 2 Likes The thing is, events repeating too often is already something that is happening now, due to the way all events work.With them being RNG, completely up to random chance which events will play at each location, you will often just encounter the same event over and over again. Its especially egregious when you want a specific event, but cant get it before your weight stage increases, locking you out of that one.Most events are also just one image, but for example your coworkers progression images depend on your weight stage, so you can just not meet most of them for several stages, giving you a glimpse of them without allowing you to see their preceding events.The energy thing is still an issue though, as it means you spend most of the time either going to bed early or trying to spend energy without gaining weight so you can get all the content avalible for your current weight stage.By the way, if you get Energy from the fairy, then enter the inventory, exit, and enter again, your energy increases by one. Youd only want to do that if you were rerolling the workplace event though. 6 Likes Yeah this is pretty much my problem with the game. Im either wandering around aimlessly or going to bed early after the early game. Pretty much after I discovered everything, and with the new patch, get a decent amount of money from stock market to be set for the rest of the game. I think you misunderstood. Like @Kitsune said, this already happens in this game, were often left with a lot of RNG that locks us out of potential content we could see for several weight stages. The surplus of energy compliments this issue because youll be doing so much in a short period of time and cant do much else. If were going off of just the office content, since we could only do it once (twice through a glitch reroll), then the content is not as spaced out as you claimed it was. If the only factor of progress shots is some RNG, then really its just about getting lucky.In other words, thats not really good game design for pacing in my honest opinion. Especially if youre just encountering the same events over and over again. So no, I have to disagree with the good pacing, because its simply a dice roll, and that could go any particular way. It makes the pacing pretty inconsistent and lopsided. That and also fuels the energy problem which also contributes to the pacing problem. Which also goes back to why I originally thought that weight states were a massive problem a few patches ago. So SpaceM, are you trying to see all the events available in a weight stage before transitioning to the next stage and find that its difficult with the current energy economy? Or is it just that you dont see the value in extra energy mid to late game? The latter, because the former is pretty limited by RNG and cooldowns. That is pretty much what Im saying. The current energy economy makes you have a lot of free energy to begin with. With the cooldowns and RNG in mind, extra energy is kind of useless later on in the game. This is because you cant really invest your energy in many places, and bottlenecked for content within the game. Then the problem is about RNG and not energy?I remember having suggested a few fixes, such as being able to visit coworkers in order to look at them whenever you want (but giving you a different picture so completitionists have a reason to hunt for the random pictures). Theres probably a lot of other ways to fix that issue, but yeah I really think the problem lies within RNG 2 Likes A few questions for the masses:(There were more but i figured them out)What do I do with the fairy dust and perfect bagel The answer to your last question is nothing yet 1 Like The problem is both, not just RNG, both energy and RNG. They both compliment each other. Noticed an issue, looks like buying espresso is free? If you select to buy 10, it doesnt look like it subtracts 50$ from your funds? And buying 100 sets your money to 0 for me Page 25 Is there a second office stuffing of Steph later beyond the one that happens at stage 6? Or does that just get replaced with the general stuffing session later in the relationship arc? 1 Like Still love replaying this when new patches come out, thanks for the hard work 5): File "game/DarkHouse.rpy", line 20, in if(random(1, (timesWentToManor + 2)) > 5):NameError: name 'timesWentToManor' is not defined-- Full Traceback ----------Full traceback: File "game/home.rpy", line 105, in script call call HomeGoToKitchen File "game/home.rpy", line 105, in script call call HomeGoToKitchen File "game/home.rpy", line 105, in script call call HomeGoToKitchen

than once? I found it the first time I went camping with Jane but I havent been able to go back on subsequent camping trips.Currently it is not possible to go back another time. Since many people requested something similair to visit Jenny again I got some plans to be included in the March or April-version. This includes and extended story for her, where the event, while going camping will be the start of it. 1 Like Here is the final design of the Shop for the March-version:I would like to still change it a little for v0.9, mostly for adding more icons (icons look better than plain text). All fields can be scrolled, meaning the Purchase-Multiplier is still up to X100, but you have to scroll down:Until I start testing, so there can be another release on 1st of March I will add foods, drinks, items etc.If you want to see anything special that has not been said yet let me know, so I can add it.For now I will add more filling items, a larger variety of items in general and a new Vegetables category in the shop.This is how the inventory will look like (I had to rework this one as well, because the general format of how items are saved changed to make it much more flexible): 3 Likes Interesting. any idea on when you plan to update Jane at all? and these new huds look great. what else do you plan on bringing in this months update? I can see this game going somewhere with all the cool features and character you have added so far. hey there, just playing the free version and I was wondering: how or when does the girl appear at the restaurant when youre working there? cigbhungus42079:Interesting. any idea on when you plan to update Jane at all? and these new huds look great. what else do you plan on bringing in this months update? I can see this game going somewhere with all the cool features and character you have added so far.I usually keep telling some things about what I added to the game here in this topic. When releasing a new version I always include a list of things that have been added/have changed since the last version. Many people have wished for other characters commenting your weight, thatll be part of v0.8 for sure (I created an algorithm that checks if a character will comment or not) Big_Q:hey there, just playing the free version and I was wondering: how or when does the girl appear at the restaurant when youre working there?Im not quite sure about the numbers, but when working at the restaurant there is a certain chance of the girl appearing. But before you can meet her you must have reached a certain weight (I dont know the exact number). Binding things like the girl to things they totally not relate to will make the event controllable (without creating an extra algorithm for that) for me (when and that it appears) but still let it look like its completely random when it happens Binding it to the weight prevents that the event happens right away when you get the waitress job (probably youll get it as your first job, because you unlock it first). Since you got things to explore as waitress, things like the girl come later to keep it interesting. All of these things will be part of v0.8.The gadget store, visit iBerry in the town and buy technical devices (smartphone and internet access for now). These devices enable new possibilities in the game:Create a social media account and start posting pictures of yourself. Being popular on social media will help you in your after-college life. For now, it is only a source of money.Another new system, for now not used very frequently but for a few things: E-Mails. You can receive E-Mails, read them and accept/decline offers of e.g. sponsors, etc.Accepting advertisements on your social media platform will make you earn money, but also lose a certain amount of followers.v0.8 will be available on 3rd of March to all Silver- and Gold-Patrons. Subscribing today will give you the most, since all members will be charged by Patreon on the 1st of April again, no matter when they subscribed. 3 Likes Nice though I would seriously scale down the UI, or at least superimpose the character sprites over it. I dont know how feasible that is, but it looks like the UI constantly blocking character images could become an issue, specially at larger sizes in the future Which UI are you talking about? I dont know any UI in the game that blocks the main character. The Mail and the social media UI hide the main character, but you usually only spend a few seconds checking E-Mails or posting something on social media there. Its done very quickly and has limited actions per day (because your first post on each day will gain most views, second less, and so on).What I forgot to mention about social media:Every follower has his own personality: Every single one prefers a different part of your body and a different weight. Means, if you gain weight over a few months and then suddenly start losing it your followers wont like it, the same if you stay at the same weight and suddenly start gaining/losing.Every time when posting something on social media you can choose which body part youd like to highlight on your post.It is planned for Social Media that you can follow other people you meet while playing the game and see what they are posting (and if they gain/lose weight etc.). This is the reason why there is so much empty space on the social media UI. This will be filled in either the bug-fixed version or next month. 1 Like I mean the dialogue options and the stats, they kinda go over the character sprites when you talk to npcs or you enter a selection screen Ah, I see, I will take a look at it and try to find a good solution. This will be part of v0.8 too then. Thanks for reporting Dont sweat it, you are doing an excellent job, its just details that can be fixed at leisure, nothing gamebreaking.If possible you could try to put the choice boxes at the bottom of the screen and move the character images up and more towards the center; even if you need to downsize everything a little bit its no big deal.Of course the dialogue options would still go over the sprites when theres a lot of them, but that does not happen all that often 1 Like I will fix those tomorrow before I release the new version.Today I did a lot of research to fill the new shop with items, the list got pretty long, basically reworked all items from the current shop and added loads of new, also some very filling and calorie-rich ones.As always there will be a new weight gain stage in the next version. Release tomorrow for all Silver- and Gold-Patrons 2 Likes The whole game-interface remastered, smaller, to make sure every detail of each sprite can be seen without those annoying bars in front of it.Get advertisements per Mailget social-media-offers per Mail (and accept/decline them)grow your accountearn moneyspend money for promoting your own accountvery realistic simulator (I did a lot of math to make accounts grow / shrink in quite real paces, but there are still some adjustments to do for e.g. inactivity)choose what to post and find out, what your followers like!over 40 new kinds of foods and drinks (each carefully researched to provide realistic nutrition)shopping cart (put things in your cart and then checkout!)categories! (there are 6 categories now, it has never been quicker to switch between those!)completely remastered inventory-systemJane and Samantha will notice your tight clothesthe bug-fixed version will include even more of such scenes(as always) a new weight stage for the main character. This time in a stylish skirt and a nice fancy outfit.A lot of errors fixed that got reported (a lot of graphic, grammar, logic and program errors)DownloadNewest | MEGA (Windows) - Patreon - March 4th 2021Newest | MEGA (macOS) - Patreon - March 4th 2021Newest | Google Drive (Windows) - Patreon - March 4th 2021Newest | Google Drive (macOS) - Patreon - March 4th 2021*all links will send you to my Patreon, all Silver- and Gold-Patrons have access. 6 Likes Hey, run into two issues right away, one big and one small.I cant seem to raise my thirst level; drinking water or coke (havent tried other beverages) increases fullness but doesnt make you less thirsty.every time i leave the kitchen I get a message saying Ive weighed myself; this pops up regardless whether Ive bought the scale or not, and does not actually update my weightEDIT: ALso so far I really like the social media features, I havent got far into it because of the thirst issue but Im excited to keep going 1 Like Ah I see, as already said, I remastered the whole items-inventory-store-thing in this version, made it way more organised and efficient, but I forgot to value beverages different from food.This shouldnt be a big issue to fix though, it just has large effects. I will fix it today and then upload another version (and either overwrite the current links in the posts or create new posts).Thank you for reporting The social media part will be extended in the next versions (maybe to view other friends profiles (then you have some kind of gallery of your friends and compare their sizes?)) and will also influence actions after college graduation (influence = power?). 1 Like Today Ive been working all day, at the point of time when writing this answer Im uploading the bug-fixed versions to MEGA and Google Drive. I will then edit the Patreon-Posts for all Silver- and Gold-Patrons.EDIT: Bug fix is online. 1 Like Nice game. I just bought the patreon membership to gain version 0.8.1.Unfortunately I have to drink only in the Gym. Drink coke or water from the shop doesnt decrease the thirstiness. It is strange behaviour. @mdy73 1.5h ago I uploaded a fix, 0.8.1, which fixed that.Just to make sure I just re-checked again and tried it out myself, but water seems to saturate the thirst now.Can you please try to download the game again from the same posts, which got renamed today from 0.8.0 to 0.8.1? Please let me know if that works now. Im sorry it didnt work in the first place, but sometimes its hard to think of every functionality while testing before the release.EDIT: I double-checked it out and downloaded the version I shared on Patreon from Mega myself to make sure I did not accidentally upload the same version twice. But everything seems to be fine. What is confusing me is because you said to gain access to version 0.8.1, but thats exactly the version when this issue got fixed. Page 22 I downloaded again. When I unzip the game, I have the folder GainOfLife-1-3.0-pc. Unfortunately still drinking of water in the kitchen doesnt influence the thirstiness in my case. Still I have to go to fitness studio. The .zip file is supposed to be called GainOfLife v0.8.1-pc.zip. Here is the link again for downloading it: you have to press Start after you started the game. Clicking Load will make the game to restore the bugged data from the shop. Using an existing save file, which has been created outside of the newest version is always quite risky.If you still experience issues with it, can you write a private message, maybe containing some screenshots? (Windows + Shift + S keys and then marking the area of the screen youd like to screenshot. Just Press Ctrl + V in a message box in the forum here to insert the screenshot here) @mdy73 I figured out what was happening here, the MEGA link is 8.1 but the google drive link is still 8.0.I downloaded from the google drive link first and got a zip named GainOfLife v0.8.0-pc.zip, and it still had the thirst problem; downloading from MEGA got me the proper version, 8.1 I see, this was very interesting:Since I marked the old link with my mouse and replaced it with the new link Patreon changed the text of the link, but when clicking it, Patreon opened the old link.However, I just deleted the link and then inserted it again. It seems to be working now on GoogleDrive, its just Patreon being weird. @mdy73 What should be added next? (choose up to 3)extend waitress jobextend office jobextend Trevors partyextend collegeextend local storeextend social mediaextend iBerryextend the witchs storyadd a new storyadd place(s) you can visit anytime with new stories (e.g. park, shopping centre,)add a new house for purchaseadd alcohol (making beer, have an impact)add a new jobadd missing sprites (real estates employee, local store employee, bank employee,)other (suggest(ed) idea in post) 1 Like Maybe add weigh in sprites for character,like the spoilers you have from the front, back and side in underwear only ? 1 Like I love the idea, I have thought about doing more of such scenes in general. The problem is that adding one new pose means ~30 new sprites for the character, 3 new sprites per stage.What I was thinking of as well is that the office outfit could rip when bending down at the office job. Regarding the poll, Ill leave it open for now because in the recent days the top 3 have changed multiple times.What should be added to the office job?new story pathsnew co-workerextend story with your co-workerextend story with the bossunlock the cellar door (I eventually found the key for it)other (suggestions?) 3 Likes Just an idea (and hopefully wouldnt take much) but maybe some zoomed in shots as well would be nice, sort of like with the title screen. Could even reuse current assets and just zoom in on the sprites that are already there.Or make some one off images (stealing the premise from The Weighting Game when the player receives text messages with photos).Overall, great work so far! @CoastalBunnyThere is actually something similair planned:The social media platform should give you the possibility to follow people you met in the game. They will then post pictures on their social media accounts, and you can view them in a dashboard.What I like about this idea is that you will be able to see if they gained weight - longterm. 2 Likes lot of glitches seenlibrary weight gain is way too much to not be shown on body, besides 3k lbs is a bit much. when fat sam is at office,she seems to be only one fattening up, and when I save game and close it,next time I play, Sam is back to Normal weight again. Also If I click on you are Fat already at donut ck an exception pops up and I have to go back and click other choiceALSO ,I did the college pills ,but nothing comes up about putting in Sams drink at office. any answers? Im very sorry for those bugs, I will take care of them. Since the game is still in development, there will almost always be undiscovered bugs, but reports like yours help a lot to eliminate them.The problem when developing the game is, that I want to spend my time on creating new features and not actively playing the game and searching for bugs. Of course I do that, and Ive been doing that recently more than I did at the beginning of the project, because each month I only receive a certain, very small, amount of bug reports.Thank you so much for reporting this, it helps me a lot creating the game. Of course I will fix those bugs right away and upload tomorrow another bug-fixed version on Patreon, including fixes for all reported bugs. stone_mason:library weight gain is way too much to not be shown on bodyThe library is supposed to be cursed, I will take a look at its game-balance. stone_mason:when fat sam is at office, she seems to be only one fattening upWell, there arent any other characters to really interact with at the office than Samanthawhat do you mean exactly? That the main character is not gaining as fast as Samantha does? stone_mason:when I save game and close it,next time I play, Sam is back to Normal weight againThats a bug of renpy, the engine I use for creating the game, but there is a way to fix this. stone_mason:If I click on you are Fat already at donut ck an exception pops upOf course this is not supposed to be like that, I will fix this, shouldnt be too hard. stone_mason:I did the college pills, but nothing comes up about putting in Sams drink at officeThats quite interesting, this might be the same issue as with Sams weight, done college projects might not be saved by renpy properly. I will check that out and see where the issue comes from. 1 Like yeah ,character is not gaining much as Sammight be, you have no extra sprite pics that make her fatter. hope you can have a patch to fix the issues. Bug patch? I appreciate you replies. thanks. maybe a buffet to go tooLOL another thing is she`s stuck in those ripped jeans,even tho I buy new clothes. she was dressed in others but they are not there maybe a wardrobe to choose from ,day to day.(change clothes) thanks. stone_mason:yeah ,character is not gaining much as Sammight be, you have no extra sprite pics that make her fatter. hope you can have a patch to fix the issues. Bug patch?Each month I add one more stage to the game. A new stage contains a lot of images, so its quite a lot of work to add another one. I split that task over months, because its a repetive task, that gets boring very quick. stone_mason:maybe a buffet to go tooLOL another thing is she`s stuck in those ripped jeans,even tho I buy new clothes. she was dressed in others but they are not there maybe a wardrobe to choose from ,day to day.(change clothes) thanks.Buying new clothes will only change the outfit if your current clothes are too small. Otherwise the clothes will stay the same. Adding more outfits increases the work exponentionally since I have to create for each stage additional 6-12 images (the more stages, the more work it is to create a new outfit, it also increases the work required to add another stage).I might add more of these features in the future, when the weight stages are all done. 1 Like 1 last thingLOL maybe show weight of Sam also ,since you show weight of Character. That might be nice. The aim of this game is to keep realistic things realistic. It wouldnt make sence to know the weight of your co-workerexcept you see her step on a scale, well, maybe you will be able to make her step on a scale one dayThe same is for the main character: You only know your weight if you step on your scale. 2 Likes Some people reported they were not able to scroll in the store or the inventory or both.This bug has already been resolved or your e.g. mouse is broke, the game detects scrolling with the mouse wheel just fine.Regarding the issue of the balance of the manor: It is quite balanced out, but you should not visit the manor frequently (because its cursed). If you do anyways, well, you have to live with the consequences, that might even lead to starvation. Obvious advice: Dont starve. I just posted on Patreon a size comparison containing all current stages and the stage, which will be part of v0.9, but its blurred. As a Gold-Patreon you get access to the comparison without any blurs. 2 Likes Regarding the 2 polls we did, many people voted for extending the office job even further. On second place where the missing sprites and on 3rd place the places you can visit anytime.I have already started working on v0.9 a week ago, and I will extend the office job even further. Additionally, I will add new places to go, and I might be able to add some missing sprites.Rendering takes ages on my laptop (to be honest its a kinda old one), I have thought about buying a PC to work for a long time, maybe Ill finally find a good one thats not too pricy. This will speed up rendering a lot, and probably also increase my working efficiency.If you like the game please consider subscribing to my Patreon, without my Patrons this game would never have been possible the way it is. The 3d assets that are required to create a game are quite expensive and the money from Patreon covers previous and future costs I have. A huge thanks to my Patrons PS: Each month I make a new pre-version so Patrons can keep track of my work progress, which means you dont only get to support my work but also try out the newest features 3 Likes Hi, i like the game and ive been playing it on and off and ive been really enjoying it but ive got a problemA friend of mine recently gave me a copy of 0.70.0 while ive been using the free build 0.4.3. I made a save in the mansion and when i play on that save. Whenever i try returning to my characters home it sends me back to the title screen Page 23 You are not able to use saves of older versions, they will conflict with the newer ones.Please note developing this game takes a lot of time, energy and money. The graphics used in the game are 3d assets from daz3d and they are quite expensive (but they also look pretty good). The money I get from Patreon is used to cover previous and future costs of the game, so I dont have to spend my private money on it. A lack of income, caused by people who dont support the game financially, because they can find the game for free on the internet, will force me to either take action or even terminate the project (I honestly dont wanna do that). Its hardly possible to prevent this because renpy (the engine used to create this game) does not have a native function for licensing.However, these actions will affect all Patrons (I will search for a fair solution), so I hope I wont be forced to go this way. Please just dont share the game and there will be a lot less problems. Okay then. Thank you for the quick response . ive decided to support you on patreon for this gameCan i ask one more question? when do you get access to the accountant job in the 0.70.0 patch? Thank you, I appreciate.You either have to go to college and gain certain skills in all three subjects or just getting the waitress job.EDIT: I am not sure which one you gotta do because this changed in the last versions a few times. 1 Like okay. Thank you very much There will be a fitness studio story in v0.9. 2 Likes Exciting! the fitness studio is one of the locations I almost never visited, so it will be cool to see a story there! Any wishes/prefernces/suggestions for the fitness studio? 1 Like Hm, fitness studio is a tricky one. Could be a new character there; instead of the new character gaining, they notice our character gaining and encourage our character to gain more? This would make it different than most of the other long term events like the office, waitress job, and school. Just spitballing. 2 Likes I like the idea, I will add a story like that but she will gain too, would be too boring without, right? 5 Likes As you get fatter, she could start to gain muscle instead. 1 Like I like the idea of the new character also gaining fat, muscle just isnt my thing 3 Likes I do know different people have different preferences, but maybe I can do two story paths for some characters, so they either start building muscles, gain weight, etc.However, this game is mainly focused on weight gain, there will primarily be weight gain sequences and all others will be optional, if there ever will be some. Depending on how much time there is left until the 3rd of April (release of the next version to Patrons) I might include both ways (depending on what choices you make) for this character, muscles would make sense because it is the fitness studio, otherwise there will only be weight gain. 3 Likes you should make it so after the girl at the cafe reaches max weight you can find her there trying to lose weight at the gym and you can add ways to sabatoge her weight loss like by become friends with her and convincing her shes not heavier, inviting her to the cafe for sweets that you can buy for her, and eventually baking her custom sweets with weight gain stuff like a potion or powder in it. maybe you can get the weight gain stuff from the witch after you find her and help her for the second time. 3 Likes Im so sorry, but today my laptop gave upI will try to get a new one as soon as possible, but the next versions release date has to be pushed back, probably ~7 days.Hopefully this is not a big issue for most Patrons, I felt like it is the right thing to do tell you now, so you can decide whether youd like to cancel or not (please dont cancel, but its your choice)I guarantee there will be a version in April, itll just take some days longer than usual. Please do not cancel your Patreon .Subscribing today will result in being charged twice: today (for March) and tomorrow (for April), I recommend subscribing tomorrow, paying once and receiving access for a whole month. 7 Likes No worries, Im sure the update will still be high quality nonetheless! Having to wait a few more days is no problem, Im still going to remain a patron. 1 Like No worries, shit happens! Honestly, having your computer die and you only think youre behind 1 week is crazy, I would have expected much longer. Looking forward to the next update, whenever it is! 2 Likes Just a thought, but unless you absolutely have to have a laptop, a desktop may be a better bet? Youll probably get more for your money, theyre easier/cheaper to expand and if youre rendering a lot of images, desktops are less prone to overheating.Anyway, hope you get a new computer sorted out soon! 3 Likes I need a portable computer, so I will buy a laptop, but not a too good one. The plan is to buy a PC one day, somewhere in the future, but for now there is not enough money for one, Ive been saving money for a year or so What should take so long when buying a laptop? Searching the internet and ordering one is done in like 2 hours, the seven days are just because of the shipping time. I already ordered one yesterday For those who are interested:i7 8th generation (I think there is already 11th generation, but a 8th gen will do just fine)RTX 2060 (urgently required for iray rendering in daz3d)256gb SSD and 1tb HDD burntmagic:No worries, shit happens! Honestly, having your computer die and you only think youre behind 1 week is crazy, I would have expected much longer. Looking forward to the next update, whenever it is!I will try to not disappoint you, there are still some things I havent talked about yet, I will post some spoilers to fill this gap until I get the new computer 2 Likes PS: Subscribing today to Patreon will help me a lot and grant you access for the whole month (youll get the biggest benefit). The reason for this is, that you will be charged again on 1st of May, no matter when you subscribed in April. 3 Likes You should not buy a laptop to be a render machine for 3d artwork. The laws of thermodynamics actually prevent it from being a good idea.Laptop GPUs might have similar model identification numbers to real GPUs but if something is called a 2060 and is in a laptop its not a real 2060 as its TDP is 90% lower than the real GPU.In other words, a laptop as a render farm will be slow as mud compared to a desktop PC. Much slower, and much much slower per $.edit: marketing material on this matter is VERY misleading, but you can find evidence on this matter from review website and/or user testimonials. Although I will confess, right now is a pretty terrible time to be in the market to buy a GPU as a worldwide shortage has caused the prices to double or triple. Page 24 There is in 0.8. You dont have to work out though - the cantina sells weight-gain shakes! 1 Like If he really is limited to a laptop, those little cooling pads really do help. About 10 years ago, I had what could effectively be called a gaming netbook that had a nasty heating problem, which was totally solved by a cheapy $10 laptop cooling pad.Ironically, I also did a little 3D modeling on that laptop. 1 Like As @SRP already said, I really need a laptop for work. I do know its a bad idea to use it for rendering, but since I have to go to work too, it is more important to have a laptop. Regarding the laptop cooler, I have something similar, a ventilator that blows on my laptop while rendering - Its not very professional but works as well To defend my broken laptop, it was already about 4 years old and literally had no attribute a rendering computer should have.Its on my shopping list to get a good pc and I really do wanna buy a workstation, that is made for rendering, maybe next month, depending on how much I earn and (especially) spend this month, I always feel like I spend too much money on everything. Condenser:There is in 0.8. You dont have to work out though - the cantina sells weight-gain shakes!I did not mean the cantina, I was talking about an actual story, where you meet another person you can interact with and eventually build a relationship with, make the other person gain or the other person helping you to gain or both, not yet sure. 2 Likes The thing is, youre describing a badly designed laptop that wasnt fit for purpose and couldnt handle its 90% reduced TDP (to be clear laptops run at massively reduced power in their chips and STILL have problems with overheating). Even if you put the laptop inside a freezer (and that didnt cause it to get moist) it would still be the actual chip inside it that was designed for far lower output. The mobile series of nvidia gpus are just designed different and have far fewer compute cores that run at far lower frequencies.Depending on what youre doing for work, a low end desktop pc with a dedicated gpu plus a netbook grade laptop (for work) could end up being cheaper than a laptop with high end (but misguided) parts.Of course the global silicon shortage might ruin my recommendation and math because nothing is in stock anywhere, scalpers are running rampant and MSRP is meaningless right now. (The laptop might be in stock and even at msrp because laptop parts cant be used for anything else after the laptop is made.) Hes made it pretty clear his budgets staying pretty low, hes not going to go out and do something dumb like buying a $1k gaming laptop or anything. Not really, I bought a used laptop for ~$400, but I am willing to spend 3k+ on a PC, Ive been saving for one for over a year now, but the longer I save the better the PC will be 1 Like Okay, yeah, then just make sure you dont get some kind of high-end gaming laptop unless you REALLY need one. Gaming laptops are borderline a scam, youre spending nearly twice as much money for close to half the power, on top of all the battery life and heat problems.Desktops, Id normally suggest building one yourself to save money, but with GPUs and NFTs murdering the video card market right now, its better to just buy a decent prebuilt. I still wouldnt really suggest anyone spends more than $800 on a PC, even if theyre rich, because after about $700 or so, the manufacturer starts to mark things up for the hell of it, saying things like haha, this idiot is paying us $1k+ for a computer worth $700, its clear they dont give a fuck about their money, so lets call it the FPSlayer Edition and sell it for $1500, lmaoooooo!!!Anyway, ripoffs and markups aside, a $3k PC is far, FAR more powerful than anyone will ever need, at that point, you better be 3D modeling hyper-realistic scenes in 4k while wearing a top-end VR headset, or youre not using the power youre paying for.Hell, probably even including all the dumb markups going on, a $1k PC is more than Id ever use, and Im a 3D modeler. 1 Like Youre totally right, nobody will ever need a PC >$1k for working, the thing is, rendering is not really working.Heres the thing, the images I need for the game, 16gb RAM and an i5/Ryzen 5 processor would be enough to create those. The problem is when rendering them to the images you can see in the game, my old and probably new laptop runs/will run over night and will finish 3-4 large scene pictures in 1920x1080, the resolution of the game.Having a $3k-PC do the same work will strongly increase productivity (reducing times until morphs finish calculating, until programs open, etc) and probably half the time required for rendering.I will build the PC myself, to save money, maybe use an online configurator to save time, if they dont overcharge. 1 Like When youre rendering images, I would strongly recommend going for the best system that you can afford.The better the GPU, the faster the images will render (obviously).However, Daz is SHIT at memory handling. I have an RTX 2080 and well over half my renders drop out to the CPU because the GPU memory (8GB) has maxed out.Even an average GPU renders way way faster than a high-end CPU. So, when the render drops to the CPU it takes way longer to produce. But, the faster the CPU, the faster the render. A decent amount of RAM is a must too. 3 Likes I think people here are vastly underestimating the rise in cost of PCs and the utility (yes for work) in having a great CPU/GPU. Its very easy to spend 2K on a modest machine nowadays.In my line of work, having a ton of RAM, a good CPU, and occasionally a good GPU if I have to mess with something like Cuda, is essential. This is going to be the case for a lot of developers that have any large batch processing they have to do or test out.And Im sorry to say, but a 1K gaming computer nowadays is going to be a mid-tier potato, desktop or otherwise. Literally the only way youre going to get away with that is if you find a person that has no idea what theyre selling and buy a used computer. 2 Likes or have a friend help build you one. 2 Likes hey @SirMister when i buy different items at the store like drinks and whatever it never shows me drinks only some food items is that a bug? Im not quite sure, what do you mean?If you are talking about the Drinks category in the store not showing drinks or not working when clicking, thatd be very weird, because it works just fine for me.If you talk about buying drinks in the store, but not displaying in the inventory: You either have to eat a type of food until its gone (and then the game shifts items that are supposed to be below) or you use your mousewheel and scroll in the inventory window.Let me know if that helped or if that is what you meant. I will post a Spoiler for the Fitness Studio story on Patreon in the next few hours. Make sure you dont miss it 1 Like i found out that theres a number of items i can buy until i cant show the items i bought sorry i thought it was a bug. 1 Like Spoiler image about Jessica online on Patreon for all Bronze, Silver and Gold-Patrons! Hopefully this makes it easier to wait for v0.9, releasing next week to all Silver- and Gold Patrons. 2 Likes Laptop arrived today^^ continuing working 9 Likes Ill release v0.9 tomorrow, last images are in render queue over night 5 Likes 2 Likes Im eagerly awaiting the release today! 1 Like Page 25 There is a problem in the game, which I tried to solve for v0.7, and then again for v0.8, but I ran out of time each time and had to revert the changes again.The problem I am talking about is the main file of the game, script.rpy, which already contained multiple thousand lines of just code (no story, 100% code!). To keep an overview over that large file is hardly possible and since each version contains more code, the script.rpy continues to grow. The larger it grows the harder it will be to solve the problem.So how do I solve it?I have to put pieces of code in seperate files and import them into the game. Sounds easy? Well its not, because Python has, as every programming language on this planet, access violations. For example, the code of the local store has access to the player-code in order to subsctract money from the player. When the local store and the player-code are in seperate files the local store cannot access the money of the player anymore.When working on such things I dont wanna solve (because its tuff, boring work), I try to trick myself by forcing me to do them. How did I do that? Well I developed the new features for v0.9 in seperate files and before I did that I pushed all pieces of code in their own seperate files. This means if I dont solve the problem correctly I gotta roll back to the older version and re-implement the code of the new features again (which just means double work, same results).Well, as it seems, I have underestimated the problem, and it is already 11.30pm, I have worked the whole day on fixing the issues the moved code produced, hoping there are not too many. There are many problems appearing with the moved code, but it is urgently required I move the code as soon as possible to keep the project organized.On Monday and Tuesday I have important things to finish in my job. On Wednesday, Thursday and Friday I will be able to work in the afternoon (my boss granted me those 3 afternoons). If the problems are even more, I will be able to work on Saturday and Sunday too on this version, hoping this wont be the case (I have to create a v0.10 for May as well :,D).That the thing with the laptop had to happen this month was bad luck and everything else except planned. Since these many issues keep appearing, I will take v0.8 and copy the new code into it, because this will work for sure. Actually, its exactly what I planned to NOT do at starting developing v0.9, but otherwise I wouldnt be able to guarantee a v0.9. Im so sorry to disappoint everyone again, and I will use every free second I have from now on to push v0.9 as soon as possible. To calm down everyone, I will give all Patrons free access to May (this only works if you did not cancel your membership though!), if for some reason v0.9 will not be released this month, or I have too short time to create v0.10, but I absolutely doubt that this will happen.Summarized in short: Im very sorry, but I will just need another 7 days. 9 Likes Wow, separating everything out is a huge task! Ive peeked into the code a couple times, and I was surprised to see it all in one file when I did. I can only imagine how many permission conflicts youre running into.Not disapointed at all, first your laptop died and now you are actively making the project better by cleaning up the code; both good reasons for delays. Excited for next week! 2 Likes Good news, I was able to fix most of the issues until now. There might still be issues in the release with modules not loading correctly, or partially not loading correctly, but I will fix these issues right away. One to two days after the release therell be another version with all these (reported) issues fixed. Though I dont expect them to be too many of them, I couldnt find anymore.v0.9 will be available to all Patrons very soon (including the largest last weight stage Ive ever done, even larger than Samanthas)! 3 Likes SirMister:To calm down everyone, I will give all Patrons free access to May (this only works if you did not cancel your membership though!), if for some reason v0.9 will not be released this month, or I have too short time to create v0.10, but I absolutely doubt that this will happen.So, if I subscribed now, would I get free access to May as well? Or is that only for patrons who were already subscribed? Well, the plan is if Patrons dont get their benefit (-> I am not able to release the new version somereason), all Patrons, no matter when they subscribed (as long as their membership is not cancelled at the end of the month, you can cancel and cancel the cancellation as well).Note, this will only happen if there is no v0.9 this week. Otherwise all Patrons get access to v0.9 and everything happens as usual. 3 Likes Okay! Thank you very much for explaining, and I hope everything goes well! Good to hear that more characters are going to start seriously piling up the pounds, hopefully everybody will keep getting bigger and bigger ;DIs the lucky girl going to be the main character or a new one (I understand if you dont want to spoil it :p) 1 Like The main character contains one additional stage in each monthly version, so yep, her maximum size increases over time I will consider updating the free version at some time. Finally, I can announce:v0.9 just releasedWhats new in v0.9 in relation to v0.8?A completely new Fitness system for the main character. It even considers exhaustion, and it has a many things impact your workout. Also, your strength will slowly decrease if you dont work out for a time.A new story in the fitness studio, which also continues outside:Meet Jessica!Jessica is the most complex NPC in the whole gameShe has her own fitness and eating system (the longer you motivate her to eat/work out her appearance will change)Her last stage is the biggest I have ever done in the whole gameShe looks awesome (I promise) and contains 18 total stages (they are very close to each other, so you have a dynamic weight gain, as youd have in real life)Motivate her to work out (and gain muscle) or, well, eat.A lot of background improvements, increased code efficiencyA new weight stage for the main character (completely reworked main characters morphs: Usually I just make the previous stage heavier, this time I completely added the morphs again from scratch, it started messing up)DownloadNewest | MEGA (Windows) - Patreon - April 15th 2021Newest | MEGA (macOS) - Patreon - April 15th 2021Newest | Google Drive (Windows) - Patreon - April 15th 2021Newest | Google Drive (macOS) - Patreon - April 15th 2021 6 Likes Glad its out! Weird bug already though. Weight is jumping from 121.0 lbs to 252.0 lbs the first time I weigh the character on a new game. Its happened after playing with different names, playing and not playing the tutorial, and after eating something before weighing / not eating anything before weighing / eating to bursting before weighing.Note: It doesnt happen when loading up an older playthrough of the game though.2nd note: It doesnt seem to happen if you get all the way through the first day of school. After that, weighing yourself seems to be normal.Two more bugs:Requesting to workout with the girl doesnt work, just goes to An exception has occurred.After a while of sharing food with the girl and working out on your own, it will suddenly stop you from working out anymore at all (regardless of difficulty of exercise).I'm sorry, but an uncaught exception occurred.While running game code: File "game/town.rpy", line 37, in script call call gym() File "game/gym.rpy", line 8, in script call call gymInside File "game/gym.rpy", line 73, in script call call gymWorkoutDecide File "game/gym.rpy", line 81, in script call call gymWorkout(1) File "game/gym.rpy", line 90, in script call call workout("calories boost") File "game/gym.rpy", line 118, in script $ percentage = player.fitness.getStageResult(stage) File "game/gym.rpy", line 118, in $ percentage = player.fitness.getStageResult(stage) File "game/_classes.rpy", line 1857, in getStageResult fitness = self.get() File "game/_classes.rpy", line 1894, in get fitness.remove(i)NameError: global name 'fitness' is not defined-- Full Traceback ----------Full traceback: File "game/town.rpy", line 37, in script call call gym() File "game/gym.rpy", line 8, in script call call gymInside File "game/gym.rpy", line 73, in script call call gymWorkoutDecide File "game/gym.rpy", line 81, in script call call gymWorkout(1) File "game/gym.rpy", line 90, in script call call workout("calories boost") File "game/gym.rpy", line 118, in script $ percentage = player.fitness.getStageResult(stage) File "C:\Users\carde\Downloads\GainOfLife v0.9.1-pc\GainOfLife-1.0-pc\renpy\ast.py", line 914, in execute renpy.python.py_exec_bytecode(self.code.bytecode, self.hide, store=self.store) File "C:\Users\carde\Downloads\GainOfLife v0.9.1-pc\GainOfLife-1.0-pc\renpy\python.py", line 2028, in py_exec_bytecode exec bytecode in globals, locals File "game/gym.rpy", line 118, in $ percentage = player.fitness.getStageResult(stage) File "game/_classes.rpy", line 1857, in getStageResult fitness = self.get() File "game/_classes.rpy", line 1894, in get fitness.remove(i)NameError: global name 'fitness' is not definedWindows-8-6.2.9200Ren'Py 7.3.5.606Weight of Life 1.0Thu Apr 15 21:40:53 2021 2 Likes Thank you for reporting, working on a fix for this and a few other issues. Expect it to be in the original post in the next 12 hours (Ill start after work). Hey, I have found another problem. I think youve made an endless loop or something somewhere in the code. If you buy an odd number of drinks in the bar, and youre the last to drink a drink without any left for Jessica, the game freezes without an error message and it cant continue. Like, buy 3 cocktails and test it. any idea on how to unlock the cellar in the work office job chubbyguyalex:Like, buy 3 cocktails and test it.I could reproduce it and fix it, thanks for reporting. CoastalBunny:Weight is jumping from 121.0 lbs to 252.0 lbsFixed it. CoastalBunny:Requesting to workout with the girl doesnt work, just goes to An exception has occurred.Cannot reproduce that, can you send me the exception you get? (if it was the one you sent, I fixed that one) CoastalBunny:After a while of sharing food with the girl and working out on your own, it will suddenly stop you from working out anymore at all (regardless of difficulty of exercise).This might be a balance-issue, I will address these for v0.10, for now they are not too big of an issue. If you have balance problems though, let me know so I can note them for me and think about them when starting v0.10 zero_the_Unknown:any idea on how to unlock the cellar in the work office jobIts not possible for now. You will be able to open the door in the future, I have exact plans of what happens there, but for now its too much detail for the amount of story the game contains.Bug fix v0.9.2online for Silver- and Gold-Patrons, can be downloaded in the original post. It addresses all the issues that have been reported so far. 2 Likes Heres the exception I get when selecting Workout together.I'm sorry, but an uncaught exception occurred.While running game code: File "game/town.rpy", line 37, in script call call gym() File "game/gym.rpy", line 8, in script call call gymInside File "game/gym.rpy", line 73, in script call call gymWorkoutDecide File "game/gym.rpy", line 81, in script call call gymWorkout(1) File "game/gym.rpy", line 94, in script call call workout("none") File "game/gym.rpy", line 123, in script call call workoutEvent(minutes) File "game/gym.rpy", line 303, in script if(jessica.askToWorkout() == True): File "game/gym.rpy", line 303, in if(jessica.askToWorkout() == True): File "game/_classes.rpy", line 2032, in askToWorkout if(random(0, percentageSaidNo) + self.workoutMotivation > 500): File "game/_classes.rpy", line 15, in random return renpy.random.randint(int(num1), int(num2))ValueError: empty range for randrange() (0,-1665, -1665)-- Full Traceback ----------Full traceback: File "game/town.rpy", line 37, in script call call gym() File "game/gym.rpy", line 8, in script call call gymInside File "game/gym.rpy", line 73, in script call call gymWorkoutDecide File "game/gym.rpy", line 81, in script call call gymWorkout(1) File "game/gym.rpy", line 94, in script call call workout("none") File "game/gym.rpy", line 123, in script call call workoutEvent(minutes) File "game/gym.rpy", line 303, in script if(jessica.askToWorkout() == True): File "C:\Users\carde\Downloads\GainOfLife v0.9.2-pc\GainOfLife-1.0-pc\renpy\ast.py", line 1832, in execute if renpy.python.py_eval(condition): File "C:\Users\carde\Downloads\GainOfLife v0.9.2-pc\GainOfLife-1.0-pc\renpy\python.py", line 2059, in py_eval return py_eval_bytecode(code, globals, locals) File "C:\Users\carde\Downloads\GainOfLife v0.9.2-pc\GainOfLife-1.0-pc\renpy\python.py", line 2052, in py_eval_bytecode return eval(bytecode, globals, locals) File "game/gym.rpy", line 303, in if(jessica.askToWorkout() == True): File "game/_classes.rpy", line 2032, in askToWorkout if(random(0, percentageSaidNo) + self.workoutMotivation > 500): File "game/_classes.rpy", line 15, in random return renpy.random.randint(int(num1), int(num2)) File "/home/tom/ab/x64lucid-deps/install/lib/python2.7/random.py", line 242, in randint File "/home/tom/ab/x64lucid-deps/install/lib/python2.7/random.py", line 218, in randrangeValueError: empty range for randrange() (0,-1665, -1665)Windows-8-6.2.9200Ren'Py 7.3.5.606Weight of Life 1.0Fri Apr 16 19:34:06 2021 1 Like Im getting the same error when I talk to Jessica in the gym. Notably, it didnt come up at first; it only started around the same time that she got to the first gaining stage. Hello, I am also a Chineseqwq 1 Like Alright, I see, fixed it Thank you for reporting. Will upload another bug-fix soon (v0.9.3) Im very sorry, but I dont see a way how to make the game accessible for you. If you have any suggestions let me know Page 26 How do you unlock calling jessica on the phone? Ive eaten with her many times at the fitness studio but she is