inZOI_Fundamentals First & 2026 Roadmap

- Some items may overlap between "2026 New Development" and "Fundamentals First"
- The quarterly schedule for "2026 New Development" may be delayed or changed depending on progress

Fundamentals First

1. Adjust umbrella handling so Zois hold umbrellas in their left hand, reducing awkward situations and allowing them to carry more items while multitasking
2. Remove the door lock FX and outline when pressing the U hotkey
3. Display mission-required interactions with an icon or move them to the top of the list so they are easy to find
4. Make vehicles naturally decelerate on collision to reduce accidents and minimize driving disruption
5. Add reactions to channel changes by another Zoi, and provide options to suppress TV interference or switch to watch together
6. Improve group movement so Zois move side by side, look at each other, and play conversation animations while moving
7. Support custom key binding for selected hotkeys

Family & Relationships

- Include non-blood relations in the family tree and allow manual relationship labels
- Allow autonomous actions for marriage and divorce
- Add affection interactions such as forehead kisses and long hugs
- Add a group action for lying down together on a sofa
- Vary bed mood scenes based on relationship stage
- Vary grief reactions based on the depth of the relationship with the deceased
- Add multiple breakup outcomes and relationship states, such as becoming enemies or remaining friends
- Vary reactions to witnessing cheating based on Zoi personality, such as seeking revenge, feeling grief, or attempting reconciliation
- Add divorce lawsuits, custody disputes, and additional trial types
- Enhance genetics system where body type, talents, diseases, and tendencies are inherited from parents
- Add baby-related interactions such as baby showers and gender reveal events

- Add children's friend-invite parties and grandparent visit social events
- Add family-oriented social events, including activities with children and family dining gatherings
- Add group activities for friends and couples
- Implement multiple pregnancies such as twins and triplets
- Multi-person family photo shoot in Photo Studio
- Support family-level Canvas upload/download
- Expand family narratives with more diverse positive and negative dynamics
- Add the family photo shooting feature
- Add romance-related dialogue options

Zoi Behavior & Autonomy

- Keep Zois stationary while the player is selecting interaction options after clicking them
- Cancel any ongoing interaction when a new interaction is issued via player input
- Prevent food from disappearing when Zois talk while holding it
- Prevent idle chitchat from interrupting interactions or NPCs from cutting into conversations
- Expand the search radius when the same interaction repeats to find alternative actions that satisfy the same need
- Have standing Zois approach seated Zois when starting a conversation
- Set the default conversation behavior so the initiating Zoi remains in place and the other Zoi approaches
- Prioritize player-issued interactions over morning routine behaviors
- Add rules to prevent Zois from staying in one place too long and encourage returning home
- Improve seating behavior so Zois avoid sitting with strangers and sit with acquaintances, with stronger tendencies for introverted traits
- Prioritize interactions that relieve the most Hunger
- Align auto-scheduled events so family members go out together
- Disallow smartphone usage while sleeping
- Reduce cases where crowds sit on benches in the rain to rest or eat
- Use the closest object when multiple objects with the same function exist in a room, taking room boundaries into account
- Stop repeated chitchat and proceed directly to the main conversation
- Enable chitchat in group conversations so multiple Zois can participate naturally
- Exclude distant or incompatible Zois when matching cooperative group actions

- Implement areas of Interest that allow Zois to naturally combine compatible interactions and move to appropriate positions based on context
- Allow toggling group members' autonomy from the HUD
- Add controls to adjust married Zoi cheating and flirting autonomy rates, tied to traits and personalities
- Allow Zois to eat street food while walking
- Add unique Zois with their own events, stories, and personalities
- Emphasize excellence when selecting traits and add unique outcomes for specific traits, initially focusing on the Genius trait
- Add quests and tasks focused on personal growth or achieving life ambitions
- Improve group movement so Zois move more naturally instead of in single file
- Add traits with clear cause-and-effect relationships
- Add infant traits and expand interactions for infants, children, and teenagers
- Expand preferences and remove conflicting preference rules
- Enhance temperaments and traits and add new traits such as faithfulness and unfaithfulness
- Add new ambitions and enhance existing ambitions
- Enhance contextual outfit, hair, makeup, and styling presets so they can be applied based on situations
- Enhance infant and child needs and shelter relocation behavior

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UI·UX / HUD / Tools

- Add left and right arrow buttons to the trait selection scroll area for horizontal browsing
- Restrict initial selection to residential homes and display only context-appropriate map information
- Display home and workplace locations in the bus travel map view
- Display distinct icons for each interaction during multitasking
- Allow free placement of HUD UI elements and add a basic guidance notification
- Place the Go Back popup in the bottom-left corner for easier access
- Add hotkeys for major UI menus such as Zoi profile, job info, and schedule
- Display elapsed in-game time in the Editing Schedules to indicate the current in-game week
- Add search and favorites to the Continue Game menu
- Slim down the HUD UI to reduce screen coverage
- Allow saving and loading HUD UI positions and game options via cloud or Canvas
- Display interaction objects used by staged NPCs as dimmed, with explanatory tooltips
- Display cause of death in funeral notifications and death messages

- Add filters for mods and properties size in Canvas search
- Allow playing music and videos from the player's own PC
- Provide a notification that informs players when furniture removed by increasing room size is stored in the inventory bag
- Improve the subcategory UI structure and layout
- Improve Photo Mode by allowing effects to be hidden during capture and improving UI display options

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Interactions & Social Systems

- Fix cases where conversation positions are set too far away and block conversations in disallowed areas
- Allow direct on/off control of lights, TV, and audio via input without Zoi animations
- Allow items held in hand to be used directly, such as eating food immediately
- Allow inventory items to be used directly from the inventory
- Allow interactions with babies such as holding, soothing, and feeding
- Add more smartphone apps such as camera and games
- Disable replies to social event invitation messages after midnight on the received date
- Add crowd-based group activities in contexts such as sports venues, beaches, schools, and tourist areas
- Allow social events to repeat on a weekly basis, such as clubs and hobby groups
- Add positive and negative dialogue branches based on temperament and traits
- Add interactions that can be performed while holding a baby and support stroller interactions
- Add laundry interactions
- Enhance trait-specific special dialogues and strengthen speech bubble presentation
- Add NPC-exclusive dialogue for jobs and staged scenarios

Economy / Shopping / Jobs

- Allow bundled delivery of multiple items from Pocket Market Fresh
- Implement a full restaurant purchase flow from ordering and payment to preparation and pickup, with ownership handled for the buyer
- Implement a realistic shopping flow including item selection, checkout, and barcode scanning
- Allow excluding specific job types when selecting participants for shops or social events
- Allow selecting and selling multiple inventory items at once

- Improve early-game loan restrictions and loan amount selection
- Prevent other cohabiting Zois from selling Pocket Market listings they do not own
- Add more donut varieties to the Meow Store and remove duplicates
- Add a publishing system and refine book genres
- Support operating a wider variety of street food trucks
- Improve and expand retail stores, including boutiques, furniture stores, and surf shops
- Add band-related roles such as musicians and composers
- Add transportation services and business operations, including taxis, rickshaws, and rideshare driving
- Add delivery services and professions, including delivery couriers and postal workers
- Add mobile food sales and business systems, including food trucks and ice cream trucks
- Expand interactive buildings, including grocery stores, clothing shops with shopping carts, venues with outdoor seating, cinemas and hair salons
- Allow changing and displaying mannequin outfits in clothing stores
- Refine store object ownership so customers' Zois only interact autonomously with permitted items

Transportation & Travel

- Restore family parking zones and add a home garage designation
- Add a minimap UI while driving
- Improve taxi spawning, boarding, and presentation during rabbit-hole travel
- Support additional vehicle types such as pickup trucks and convertibles
- Allow multiple Zois to board a vehicle at once
- Add bicycle rideables
- Introduce refueling and maintenance requirements for vehicles, along with related facilities and interactions
- Add airport and subway properties with actual boarding procedures
- Allow Zois to mount placed rideables
- Support children using school buses for school commutes, depending on the city
- Add emergency response services, including ambulances and fire trucks for accidents and disasters

Animation & Presentation

- Improve animations and productivity as skill proficiency increases
- Add personality-based walking styles such as shy, confident, and intimidating walks
- Add a wider variety of dances, such as intimate couple dances, ballet, and waltz

- Improve overall animation quality and variety, addressing noticeable pops, unnatural movements, and repetitive motions
- Improve animations for various actions such as cooking and eating, cleaning, climbing stairs, and building snowmen
- Add step-by-step makeup motions such as applying foundation and lipstick
- Make Zois wear oven mitts when removing trays from ovens
- Add animation style variations for walking, sitting, lying down, and eating
- Implement a first-person view mode
- Improve the realism of destructible objects
- Enhance character body physics simulation

World / Environment

- Use a broom outdoors and a vacuum cleaner indoors when cleaning, depending on the environment
- Extinguish campfires when it rains
- Automatically turn off all household lights when all family members are asleep
- Add support for automatically turning lights on or off based on Zoi proximity
- Add scheduled lighting and allow toggling all household lights on or off at once
- Pause seagulls and bathtub water ripples when game time is paused
- Add a news system that delivers in-game events via messages or TV
- Implement karma-based city behaviors and state changes
- Add season-appropriate properties such as a Halloween-themed cafe and haunted house, and Christmas-atmosphere shops
- Increase the maximum height of accumulated snow
- Add winter-themed street lighting and park statues
- Add spring/autumn leaf and cherry blossom fluttering effects
- Add winter roof icicles and icy road visuals

CAZ

- Enhance body-part-specific character customization slider adjustment feature
- Expand available body shape presets
- Improve body shape sliders for overweight and muscular body types
- Enhance accessory position adjustment with free positioning support
- Support wearing multiple piercings simultaneously

- Add more hairstyle options including waist-length long hair, afro hairstyles, and retro styles
- Add an AI-based automatic Zoi face generation feature
- Enhance tattoo and mole position editing with precise X and Y coordinate control
- Improve character customization gizmo controls
- Add additional appearances for the newborn stage
- Improve infant teeth visuals
- Add infant/toddler hair and outfits
- Add body shape adjustment options for infants and toddlers, including head size and body proportions
- Add child-only hair and outfits such as raincoats and dresses
- Add children's stockings, accessories, and nail art
- Add high heels and boot-type shoes
- Add outfits such as underwear and party dresses
- Add a bag category to outfits such as handbags and backpacks
- Add wedding dress outfits including traditional Korean wedding attire
- Add crime outfits (masks, gloves, boots) and bags (backpacks, large sacks, duffel bags), plus crime tools/items
- Add transparency customization for outfits
- Add crossbody bags
- Support wearing a swimsuit set and a top at the same time
- Add an option to toggle hoods on and off
- Add pants fit selection options
- Add seasonal outfits and accessories from diverse cultures
- Enhance customization options for infants, including infant teeth and baby outfit color variations
- Support partial application of appearance customization presets
- Enhance randomized Zoi appearance selection with more granular control options
- Support facial templates by individual face parts
- Improve the Custom Clothing section in character customization
- Enhance body tattoo customization
- Improve saving for outfit customization
- Enhance facial customization sliders
- Support independent left and right accessory customization
- Support heterochromia customization

- Enhance stocking customization

Build

- Allow grouped objects to be moved as a single bundle
- Support duplicating walls by copying a selected wall and pasting it onto another wall
- Add drag-based object selection and painting in build mode
- Allow drag-based selection on floors with Ctrl key
- Support vertical multi-placement of windows
- Allow free placement of objects and Zois in Photo Studio with non-persistent placement
- Allow building cheats for free scaling, height adjustment, movement, ignoring floor limits and collision bypass
- Improve AI-assisted building features
- Allow background construction in customization mode
- Add a no-home start mode, and allow players to abandon their home or assign a home designation to eligible properties
- Add toddler/child play facilities such as trampolines, toy cars, swings, toys, play mats, baby swing, and safety gates
- Add infant/toddler swimming tools such as pool floats and arm tubes
- Add red ropes for club VIP areas
- Add wall telephone

Systems & Progression

- Allow players to designate a personal room
- Implement saving and loading of game configurations and link them with Canvas
- Add per-Zoi object ownership and permission settings within a family, excluding babies
- Add batch actions for farming such as fertilizing, planting, and harvesting
- Add extended draw distance options for high-end PC users
- Add healthcare systems centered on hospitals and pharmacies where Zois can receive treatment and recovery
- Add sports activities including skateboarding, surfboarding, and ice skating
- A feature to change a Zoi's name
- Add infant/toddler childcare items such as beds, car seats, walkers, bouncers, and diaper changing tables
- Add a gravestone editing feature (direct input of name/birthday/death date/personal message)

- Add cosmetic items such as makeup brush sets and perfumes
- Add gravestone design and inscription editing features

Crime / Trial

- Calculate bail amounts based on crime type and sentence length
- Add a detailed arrest and incarceration process, including on-site arrest and police station procedures
- Add home and vehicle security systems such as alarms and safes
- Add richer court-related interactions such as prison visitation during trial waiting periods
- Introduce violent behaviors among crowd Zois, such as fights and robberies
- Add an interaction to sue another Zoi
- Add security items such as surveillance cameras, alarm devices, and handcuffs

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Children / School / Education

- Add infant and toddler rideables and objects such as strollers, car seats, and bouncers
- Add discipline actions such as curfews and bans on outings or device usage
- Add school events such as entrance and graduation ceremonies
- Have students automatically equip their backpack when leaving home during school commute time

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2026 Roadmap

Q1

- Enhance the job system to support multiple jobs, interviews, remote work, and performance evaluation
  - Beauty-related careers and gameplay content that use appearance customization
  - A police career system including patrol cars and real-time criminal searches
- Add a competitive system where interactions determine a winner and a loser
  - Rivals who compete with each other toward the same goals
- Introduce a reputation system based on local communities
- Introduce high school campus properties
- Add flower farming and flower arranging features
- Add a memory system including trauma and life milestones
- Add a Fate Engine
- Add a calendar system with birthdays

- Support age adjustment options
- Add an emotional state overview UI
- Add a contact exchange system and contact blocking functionality
- Add a wall message
- Add childcare-specific Urges
- Add European-style architecture, furniture and outfits
- Add Hanok-style architecture, furniture and Hanbok-style outfits
- Enhance existing content
  - Enhance multitasking behavior
  - Add group actions
- Adjust overall game balance
- Upgrade the game engine
- Improve graphics quality and optimization for minimum system requirements

Q2

- Expand the job system
  - Freelance careers such as writing, game development, photography, and blogging
  - A taxi driver career
  - Careers tailored for elderly Zois
- Add prison properties
  - Prison facilities such as a yard, library, workshop for laundry and sewing, lounge, cafeteria, shower area, and visitation room
- Expand the reward system with ranks, tiers, and goals
- Add voice customization options
- Add K-pop and stage performance content
  - Various concept spaces such as stages and themed environments
  - Themed environments including prisons, neon slums, and diverse fantasy themes
  - K-pop idol styling, including stage outfits and hairstyles
  - K-pop dance and performance motions
  - Superstar performance events
- Enhance existing content
  - Enhance desired life aspirations
  - New urges and missions

- Adjust overall game balance

Q3

- Expand the job system
  - Part-time jobs including roles available for teenagers, and expand available careers
- Add an Event Memory and Diary system
- Introduce curved wall support for elements such as windows, walls, and pools
- Enhance existing content
  - Value system
- Adjust overall game balance

Q4

- Expand building and terrain editing feature
  - Basement construction
  - Begin development of terrain editing features
  - Begin development of interior and exterior wall module decoration features
- Enhance existing content
- Adjust overall game balance