
Subject: Re: Do You Like E.A. Games?. I Think.
Posted by [nikki6ixx](#) on Thu, 01 May 2008 18:01:22 GMT
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But, games are massive collaborations, requiring huge team of programmers; you're bound to get bugs when you have a lot of people working on the same product, and trying to paste it together before a deadline.

School projects are the same way, as well as projects in other work environments.

Plus, I've been doing my own accounting, investing and writing tax returns for years; does that mean I could have walked into Bear-Stearns, and told them that they ought to shape up?

(I wish I could've)
