
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Tue, 18 Nov 2014 03:48:26 GMT
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liquidv2 wrote on Mon, 17 November 2014 20:25 that's easy for you to say now, since all you've posted is compost thus far
post something that's honestly not
you've had years already

It was destructive criticism when we began the project, when there wasn't any justification for it. Yes, I've had years to make this work, but it's been years of people who leave the team before they finish what they start, and nearly two years straight with only two active members. I would love to see a team make something amazing under the same circumstances. Granted, it would be different if I were to take the initiative and work on some of these assets myself, but as I've said before this game is more of a side-project for me. It's a hobby more than a career choice.

I don't know why I even bother with these spiels of mine. It's obvious that no one is interested with my perspective on the matter.
