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Subject: Re: Neo Gods Hiring

Posted by [EvilWhiteDragon](#) on Sat, 19 May 2007 13:26:03 GMT

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Merovingian wrote on Sat, 19 May 2007 13:20EvilWhiteDragon wrote on Sat, 19 May 2007 11:38I'm sorry to ask, but, do you really need that amount of people if you just have a TS server and a forum?

More people creates an awful lot of overhead in getting things done.

I take it you were stuffing your mouth with twinkies when you wrote that with one hand? Care to restate that in a language that the majority of people can understand.

Hmm you're right, fixed

gamemodding wrote on Sat, 19 May 2007 14:25EvilWhiteDragon wrote on Sat, 19 May 2007 11:38

More people creates an awefull lot of overhead in getting things done.

O RLY? So your logic is renegade was made in 100 years? i'm sure there were 100s of people involved in it. or 1 year, by one person?

Well, if you would look at the production per person, then a 1 man team would be faster in getting things done.

But it would take longer to finish.

And I don't know how large the Neo Gods community is, (hence the question) but generally, more (sub)leaders lead to more communication, or at least the need for it. Which takes time. So the question you need to ask, is getting some one else to do this n that better/easier then doing it myself? Does it really add something?

In the case of developing Renegade the answer is yes, as there was a lot of work to do, and probably fairly little time to do it in. But that did lead to an increase of management.

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