It comes down to doing what you enjoy, if all your team members enjoy working on the project it'll have a lot more progress made. If you get bored of working on a multiplayer campaign it's just as reasonable to change focus and work on a single player campaign (but only when it's something free your doing for fun).

However, I wouldn't have recommended releasing it with AI that was worse off than Renegade's, its not that much work to build a simple FSM for the AI to run on, get some take cover, retreat, and vehicle logic built in (yes I'll admit, even an FSM can get to be a mess when you add vehicles to it, but what can you do).

I believe that if you make something to the best of your abilities and you have fun doing it, others will be able to see that, and enjoy playing on it. However there is the flip side of the coin, and when you start cutting corners and doing things half assed just to get it done because your tired of it, people will be able to see that as well and react negatively to it.