Without listing specifics?

Did I not just say I was not around for that choice and that even if I was, I do not know most of the gibberish that is talked about the code side of things. So that is why there are no specifics.

I never said "MP was harder", I state MP would have taken longer...

You are on the outside, get inside and then you can read up on all of the specifics. Im not going to copy and paste our internal discussions on such things just to ease your mind.

Far too long to develop?

Coming from my position as someone that helps create games in a 5 month cycle from scratch for over the past 7 years, yes I too think it is taking longer than needed. But I am also of the mindset, I joined someone else project. They deem the timeline and features, I only provide any input I see fit. Some is taken, some is not.

My point I am trying to make is (and people from other projects should see that same), it easy to talk down on what people dont know. I can promise you, most of what people comment on...has been....is being...and will be discussed internally. Just because every decision is not explain in every detail to the public, doesnt mean we just willy-nilly and make crap without rhyme or reason.

I just hope most can see that the deviation was to learn and promote. Hopefully we can now live up to our end and build upon what we learned and then release something BETTER by making this SP before MP than then just releasing MP straight up.