

Title: The difficulty of 'crunch' in product / software / blockchain development.

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Interesting view into the 'crunch' felt by developers - I very well thought this could be our NFT team, drained from their hard work and community demands; taken from Illuvium's discord announcements:

On a more personal note - the team is drained right now. We have hundreds of people working 12-hour days, six days a week. But we have not stopped pushing. We have gone straight onto Illuvitars, and the game team is deep into delivering the new Survival Mode. I ask that you please consider this when blaming the team for delays.

Imagine you are sitting there working your absolute ass off night and day, and you know you are creating something beautiful, but you constantly read chats about how it's delayed and costing people money. At first, it might motivate you, and you may be able to squeeze an extra hour into your day, but after a while, it begins to degrade you.

I would understand if we had more room to work harder, but we are already bursting at the seams. We are lucky that the team is strong under pressure, and everyone gets the mission, but please - if you want to see us succeed, I implore you to think before you type 'wen' in Discord.