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Response to *Code Reads #12: "Big Ball of Mud"*

Will we ever hear the end of it? I hear about big old balls of sloppy mud quite frequently. We've been hearing about this for decades, yet is anything much better? With programs continuing to be more and more complex I don't know if this is a solvable problem. I think about all the time spent trying to get organized and push excellent code out the door. That time might be better spent throwing into the ball. Let's just ball it up!

I notice computer game development has heavily adopted the this "Big Ball of Mud." They throw a game out and call it early access. The game doesn't work right, but it's not a big deal because it's not supposed to be done. Also, the game company starts making an early return will receiving consumer feedback. What's not to like.