

OneNote feature list items we can't/shouldn't implement

If we discuss these and decide they should be done we can make new issues for them.

Capability to play external files (x1vi)

[@mmkatz](#) thinks this is a very bad idea. Users need apps to do one thing and do it right. Feature creep is bad, and 90% of support requests will be for people trying to do weird things that we never intended them to do.

Constant User Experience questions (LIV)

There is absolutely nothing more annoying than this. Studies have shown that vast majority of users detest it. The point of an app is to streamline things, and popup surveys get in the way of that. If we make the "Feedback" button ([#13](#)) easy enough to find users will report anything they care about.

Messages between TD and user (LV)

This is what an email-based ticket system is for. There is no reason for us to reimplement that in the app.

Settings as "___ will appear" vs "___ will not appear" (LVI)

Instead of inventing our own guidelines for this, Google's excellent design guidelines already describe ways to write the text for settings.

Shake action (LXIX , CVIII)

Cool visualizations (LXXIX)

Progress bar "shtick" (CXIV)

These are all novelty features that cause much faster battery drain and provide no useful benefits. Keep it simple.

Keep screen on (LXXXI)

This is not a useful feature and causes massive battery drain. We can implement this if we ever choose to support video.

Fonts (CX , CXI)

Change button bar color (CXV)

Use the Android/Material default fonts and designs. They are there for a reason. (Material allows for changing the *top* bar color, but not the bottom.)

Edited 3 months ago by [Moshe Katz](#)

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Linked issues   0



Moshe Katz [@mmkatz](#) added [discussion](#) label [3 months ago](#)



Moshe Katz @mmkatz changed the description [3 months ago](#)



Moshe Katz @mmkatz changed title from **OneNote feature list items we should not implement** to **OneNote feature list items we can't/shouldn't implement** [3 months ago](#)



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Shmuel Sternbach @ssternbach · [3 months ago](#)

Developer

The comments seem pretty sound. A good number of those were off the top of my head interesting ideas, and I hadn't much knowledge of Material Design and Google guidelines, etc.