A product design question

What should a device remember?

Using an input for a task and keeping it afterward are different design choices.

v/h An illustrative example

Use an input. Then decide what stays.

Task input

An image helps an imagined device position an object and check the result.

Saved preference

A chosen setting could make the next use easier without keeping that image.

Keeping either needs a clear purpose.

vh.do

v/h Proposed development checks

Make clearing data part of the job.

- Describe what is kept.
- Explain why it is needed.
- Check that clearing works.
- Keep the core capability usable.

Our first utility is still in development.

vh.do