On exploring crimes against software and causes for over-engineering.

The Feature Creep

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[Short 002] Crimes against software, Feature creep. By Diogo Casado

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## 🚰 From behind, lurking

There is a software killer out there. Do you know what it is?

■ Lost Highway - Mystery Man

00:40 - We've met before haven't we?

## Pacing camera

Feature creep happens when we want to add too much functionality to our software. It can make the software feel over-engineered and too complicated. And it might even kill our users instead of making it more useful.

■ John Carmack: Doom, Quake, VR, AGI, Programming, Video Games, and … 33:20 - Everything we are doing should flow from user value

It sounds simple but isolating user value from features can be really hard.

We might feel some features are needed, because competitors offer it and we don't want to lose to feature comparison. Or we want to please

users and keep them alive by listening to their requests. Sometimes we even imagine features.

We should keep in mind that every feature we add makes it more difficult to maintain the product. It involves architecture, code, documentation, infrastructure and support.

That's why I have the opinion that if a feature isn't helping much, I'd just .. (cross neck)

□ Lost Highway - Mystery Man

02:53 - It's been a pleasure talking to you.

## Research:

<u>Feature creep - Wikipedia</u>

80% of features are rarely or never used : r/ProductManagement

I lost my browser history №, but I've read more than it was necessary for this