For the current version:

* Success in using strategy is very expertise dependent
* General and complete overview of what strategy is supposed to do is needed for user in advance of starting to use it. (Users were confused about what they were doing till almost end of the task, until they achieved success. Otherwise they didn’t understand what was the purpose of the strategy or they got out of time)
* Simplifying statements
* Loops were exhausting. Considering loops as a separate panel to be easily exit-able.

Other thoughts:

**Strategy selection option**: Is there exactly just one strategy (as the best one) for a task? Don’t people feel comfortable with different, all-good, strategies for a specific task?

Some strategies are confusing due to never be heard and used. (It needs time and repetition to be learned.)

**Adding levels to exclude expertise**: Dividing strategy definition to multiple levels. That helps ignoring the level of expertise on defining the strategy:

Defining different levels specifying steps for very novice developer to very high-level steps for expert.

Rational: it is always interesting for novices to do what experts do. Rather than jumping in the middle of a strategy and start from the mid-way, they need to learn to start from basic steps. Experts don’t need the basic levels, so they can start from higher levels.

**Time spending makes profession** time considering is an obstacle for success