* Emergent behavior
  + Simplicity of predictions
  + Some of them are unpredictable, thus some features can never be reached
  + Impacts of quality, performance and availability from the SoS
  + The stakeholders need to make constituents available as to permit them happen
  + Suggestion of tests exploring type “weak”
  + Influences from the quality of relations between features and behaviors
  + Relations with the SoS goal
  + Implementations in real scenarios as to evaluate the predictions
  + Relations among emergent behaviors, possibly with positive/negative feedback loops
  + Improve details of descriptions
* Tool
  + The need for improvements to add elements
  + Improve the predictions generated
  + New scenarios for simulations
  + Implement better description of the SoS goals to permit evaluate if emergent behaviors are feasible
  + Implement corrections of bugs (database)
  + Some people agreed with the results of the predictions, some not
  + The enhancement of the algorithm with the use of the tool
  + Positive and negative feedbacks
  + Better granularization of the features
  + Future use for prediction of environmental disasters
  + Improvements
    - Frontend
    - Database
    - UX
    - Make the functionalities available through API, possibly extending it for integrations with other formats (eg.: mobile)
    - Deadlocks in prediction loops
  + Add other domains of SoS
  + Emergent behaviors are predicted with no constituents
  + It is possible to save SoS only with emergent behaviors and nothing more
  + Expose the AI to the engineer, so h/she can comprehend it and help improve it
* Experience of the engineer
  + It is something relative