Design goals:

- the ease of use
- modular design and reusable components
- non-intrusiveness
- preciseness of visualization
- transparency
- virtual machine independence

Dealing with:

- build infrastructure (dependency management, own Maven packaging, customized build lifecycle)
- runtime infrastructure (Groovy script enrichment, continuous script validation)
- test infrastructure (dealing with garbage collection indeterminism, unit and integration tests)
- socket communication protocol (send data semantics, connection management, thread model, blocking states)
- portability (operating system, virtual machine, java)