

To avoid leaving the project nameless any further, I propose that the program (i.e. the software being developed) will be called **Embi** (as a working name). Let's recap the features of Embi:

1. Graphical interface (“GUI”) for manipulating visual elements on the canvas, like in Paint, Photoshop, etc.
2. Data panel that stores the **data**: all information on all visual elements on the canvas. May be manipulated by the user.
3. Code panel that allows the user to modify the data using a domain-specific language, **Embil**.
4. History panel (tabbed with code) that records, in Embil, all changes made to the program state.

The purpose of this document is to lay out a language specification for a toy version of Embil (i.e. one that I can implement within the next few weeks).