Normal design recipe
1. Data definitions
2. Sig, PS, Header
3. Functional examples
4. Template
5. Function definition
6. Testing

Generative recursion:
Write why it terminates

Accumulators:
Say what the accumulator represents/is

(animate draww)
; draww : NatNum → Scene/image

Big-bang
(big-bang w0
        [to-draw render-expr]
        [on-tick tick-expr]
        [on-key key-expr]
        [on-release release-expr]
        [on-mouse mouse-expr]
        [stop-when stop-expr]
        [name naym]
        [register ip-expr]
        [port port-expr]
        [on-receive recv-expr])

; render-expr : World → Image/Scene
; tick-expr : World → World
; key-expr : World KeyEvent → World
; release-expr : World KeyEvent → World
; on-mouse : World Number Number MouseEvent → World
; stop-expr : World → Boolean
; naym : String or Symbol
; ip-expr : String (or literally LOCALHOST)
; port-expr : NatNum
; recv-expr : World S-Expression → (Package or World; if Package, sends it to the server)

; make-package : World S-Expression → Package

; text : String Int String (color)

;; A MouseEvent is one of:
;; - "button-down"
;; - "button-up"
;; - "drag"
;; - "move"
;; - "enter" ; into the canvas area
;; - "leave" ; from the canvas area

(universe u0
        [on-new new-expr]
        [on-msg msg-expr]
        [on-tick tick-expr]
        [on-disconnect dis-expr]
        [to-string render-expr]
        [port port-expr])

; A UoB is (Universe or Bundle)

; new-expr : Universe Iworld → UoB
; msg-expr : Universe Iworld S-Expression → UoB
; tick-expr : Universe → UoB
; dis-expr : Universe Iworld → UoB
; render-expr : Universe → String
; port-expr : NatNum

; make-bundle : Universe [ListOf Mail]
                              [ListOf Iworld] → Bundle
; make-mail : Iworld S-Expression → Mail