**Suggested Improvements**

1. **Undo/Redo Functionality**
   * ~~I noticed this is on your task list but not yet implemented~~
   * ~~This would significantly improve user experience, especially when working with complex designs~~
   * ~~Could be implemented using a command pattern to track state changes~~
2. **Layer Panel Enhancements**
   * ~~Add drag-and-drop reordering for layers~~
   * ~~Implement layer groups for better organization~~
   * ~~Add layer opacity sliders (I saw the code supports layer opacity already)~~
3. **Performance Optimization**
   * ~~Consider implementing canvas caching for static elements~~
   * ~~Use requestAnimationFrame for smoother rendering during operations like dragging~~
   * ~~Optimize the render loop to only redraw when necessary~~
4. **User Experience Improvements**
   * ~~Add keyboard shortcuts for common operations~~
   * ~~Implement a more visible selection indicator for selected shapes~~
   * ~~Add tooltips for UI elements to help new users~~
5. **Error Handling**
   * ~~Improve error handling for image loading failures~~
   * ~~Add user-friendly error messages~~
   * ~~Implement auto-save functionality to prevent data loss~~
6. **Code Structure**
   * ~~Consider breaking down the CanvasWorkspace.vue file into smaller components~~
   * ~~Separate rendering logic from event handling~~
   * ~~Create dedicated services for operations like image handling~~
7. **Testing**
   * ~~Add unit tests for critical functionality~~
   * ~~Implement integration tests for user workflows~~
   * ~~Set up automated testing for regression prevention~~
8. **Documentation**
   * ~~Add inline documentation for complex methods~~
   * ~~Create user documentation for the application~~
   * ~~Document the API for future developers~~