**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~~