Rust

Low-Level control with high-level ergonomics

Control over indirection (dereferencing),
monomorphization, memory layout.

The language doesn't have a runtime,
allowing to create small .wasm sizes
since there is no extra stuff being
added like a garbage collector.

Now we decided the language let's **establish our emulation goal**:

The emulator will run a simple game that was created solely for this conference talk.