Rizzly: event-driven programming language for small systems

```
#include <stdio.h>
#include <stdlib.h>

typedef struct {
} motionLamp_Control_

typedef union {
    motionLamp_Control_
    ...
} inst_c

typedef struct {
} motionLamp_Control_

typedef struct {
    uint8_t timer;
} motionLamp_Control_

typedef union {
    motionLamp_Control_
    ...
} inst_c

Implementation as
- Hierarchical Finite State Machine
- Event Handler
- Composition

Buzzwords:
- Event-driven at the core
- Atomic execution and asynchronous messages model
- Deterministic
- Reusable components
- Modules and name spaces
- Compile time instantiation of components
- Compile time execution of functions
- Hierarchical state machines in source code and more!