**Note: This is an example of how your CS 298/299 proposal should look like. Follow this example and refer to the “CS 298/299 Proposal Format Instructions and Example file” to write your own proposal.**

Department of Computer Science

CS 298/299 Proposal

JestScript - A Whimsical Dive into Humorous Programming

John von Neumann

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**Introduction**

In the realm of code seriousness, JestScript emerges as a playful endeavor, infusing the traditionally stoic world of programming with humor. Motivated by the desire to bring joy to coding, JestScript presents a unique take on syntax, error messages, and debugging experiences.

**Keywords:**

*Programming language, enjoyable coding, programming language design, user experience, light-weight programming language*

**Problem Definition and Motivation**

The motivation behind JestScript lies in challenging the stereotypical perception of coding as a dry and serious task. With a plethora of programming languages prioritizing functionality over fun, JestScript aims to provide developers with a light-hearted alternative, fostering a more enjoyable coding atmosphere.

**Results Achieved in CS 297**

• JestScript Compiler: The JestScript compiler that translates JestScript code into executable

instructions for the target platform

• JestScript Syntax Guide: A detailed guide documenting the JestScript syntax, language rules,

and conventions for developers.

**Expected Deliverables in CS 298/299**

• Open-Source Repository: The public repository on a platform like GitHub containing the

JestScript source code, documentation, and issue tracker.

• User Feedback Analysis Report: A report summarizing user feedback from testing phases,

outlining areas of improvement and potential future enhancements.

**Timeline and Milestones for CS 298/299**

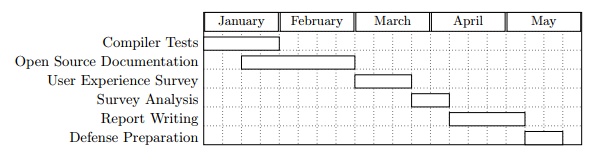


Table 1: Timeline of the project

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