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, lightweight 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

![Timeline of the project](image)

Table 1: Timeline of the project

References