A — 3/2/2025 10:09 PM

Thanks~ so to reiterate what we are doing I'm going to show you a couple scripts and ask about 8 questions about them

The questions are oriented towards the composition elements and layout of the scripts and not the code

Any questions for me?

Q1 — 3/2/2025 10:12 PM

Not that i can think of

A — 3/2/2025 10:13 PM

Alright then, this is the first script:

```
class ConsoleTextEffect

  attr_reader :running


  def initialize(viewport, x, y, width, height, font_size = 20, line_spacing = 4)

    puts "[DEBUG] Initializing ConsoleTextEffect"

    @viewport = viewport
```

Expand

Interview Script 1.txt

8 KB

Do you have any initial thoughts around this script?

Q1 — 3/2/2025 10:20 PM

The code is quite neatly organized. Very easy to read.

A — 3/2/2025 10:21 PM

1 "What might you add to this script to make it more understandable?"

Q1 — 3/2/2025 10:23 PM

Definitely some comments. Someone not as experienced might not understand what some of the functions are doing.

A — 3/2/2025 10:24 PM

2 "Is an introductory block necessary or should the user be able to analyze the code to understand the script?"

Q1 — 3/2/2025 10:30 PM

I would say it is not necessary for this script.

A — 3/2/2025 10:30 PM

Why is that?

Q1 — 3/2/2025 10:35 PM

The functions are given clear names, so it's not too difficult to parse the script to understand its basic function. Though not necessary, having an introductory block and/or comments is perfectly acceptable to make it easier to analyze.

A — 3/2/2025 10:35 PM

3 "Should warning blocks be included in scripts?"

(as in commented blocks of areas the script writer does not anticipate a user to alter)

Q1 — 3/2/2025 10:38 PM

Yes, code the writer deems vital to the script's execution should be made clear as to avoid a user from accidentally altering it.

A — 3/2/2025 10:38 PM

4 "Is it necessary for scripts to have built in debug or should the user be responsible for solving any further errors?"

Q1 — 3/2/2025 10:42 PM

I would say it depends on the script. A simple script doesn't particularly need built-in debugging, but more complex scripts should have it, or at least make an attempt at it.

A — 3/2/2025 10:42 PM

5 "What parts of the script might you remove, seeing it as being nonessential?"

Q1 — 3/2/2025 10:46 PM

The debug outputs, even though they provide information as to functions being successfully called. An advanced user could remove them with little consequence.

A — 3/2/2025 10:47 PM

6 "Should scripts be more modular, even though a specific script might have additional dependencies, or should they work 'out of the box'?"

Q1 — 3/2/2025 10:52 PM

Working out-of-the-box is quite useful for the users that have no intention of altering anything about scripts, and should be the preferred option for the majority of users. Modular scripts as an option should still be encouraged, but are not a requirement.

A — 3/2/2025 10:53 PM

7 "Should a script even have a predetermined layout or explanation?" (in terms of standardization)

Q1 — 3/2/2025 11:04 PM

Yes, to an extent. Having an easy to follow layout helps beginner script writers create code easier and users to parse the code more efficiently, but you should not enforce standardization as a strict requirement.

A — 3/2/2025 11:04 PM

8 "Should scripts be translated to English as a universal language? Or is the user responsible for translating it or determining its use from code?"

Q1 — 3/2/2025 11:09 PM

Scripts should be translated as accurately as possible, even if the script writer does not intend for the script to be used by users who would require a translation.

A — 3/2/2025 11:10 PM

Any additional thoughts before we move on to the second script?

Q1 — 3/2/2025 11:11 PM

No.

A — 3/2/2025 11:11 PM

Alright, here is the second script:

#===

#■RGSS3 絶対命中/絶対回避特徴＆アイテム/スキル Ver1.00by 星潟

#--

#命中タイプ別、もしくは全てのアイテムについて

#絶対命中/絶対回避化させる特徴を作成する事ができるようになります。

#また、絶対命中するアイテム/スキルの作成も可能になります。

Expand

Interview Script 2.txt

12 KB

All of the questions are the same, so I'll start with the script specific questions

Any initial thoughts before we begin?

Q1 — 3/2/2025 11:18 PM

The script's introductory block and comments are written almost entirely in a non-English language (in this case, Japanese), making it impossible to read without a translation.

A — 3/2/2025 11:18 PM

1 "What might you add to this script to make it more understandable?"

Q1 — 3/2/2025 11:22 PM

A translation of the comments and introductory block. There are many comments which presumably explain almost every part of the script, which would make it easier to understand, but are unable to be read by anyone who does not know the language.

A — 3/2/2025 11:23 PM

5 "What parts of the script might you remove, seeing it as being nonessential?"
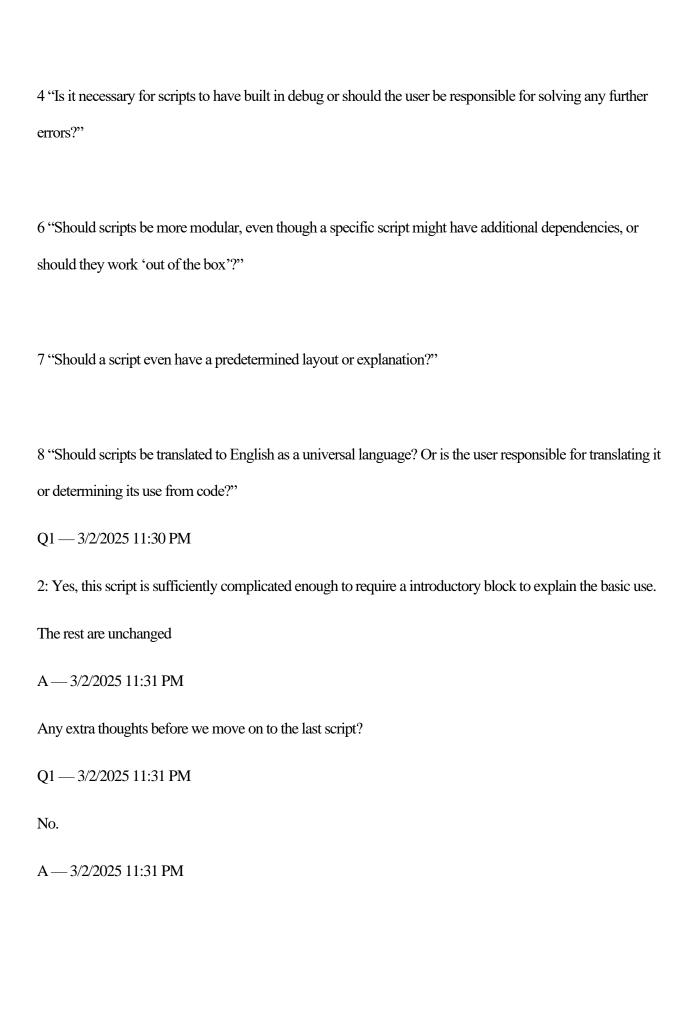
Q1 — 3/2/2025 11:28 PM

The introductory block and comments. While they explain how the script functions, and benefit inexperienced users as to how they are to use it, they are strictly nonessential to it.

A — 3/2/2025 11:28 PM

As for the other questions, they apply generally to all scripts so you can just say if some of your answers are unchanged

2 "Is an introductory block necessary or should the user be able to analyze the code to understand the script?"

3 "Should warning blocks be included in scripts?"

4 "Is it necessary for scripts to have built in debug or should the user be responsible for solving any further errors?"

6 "Should scripts be more modular, even though a specific script might have additional dependencies, or should they work 'out of the box'?"

7 "Should a script even have a predetermined layout or explanation?"

8 "Should scripts be translated to English as a universal language? Or is the user responsible for translating it or determining its use from code?"

Q1 — 3/2/2025 11:30 PM

2: Yes, this script is sufficiently complicated enough to require a introductory block to explain the basic use.

The rest are unchanged

A — 3/2/2025 11:31 PM

Any extra thoughts before we move on to the last script?

Q1 — 3/2/2025 11:31 PM

No.

A — 3/2/2025 11:31 PM

#===

=====

#

▼ Yanfly Engine Ace - Ace Shop Options v1.01

-- Last Updated: 2012.01.05

-- Level: Normal, Hard

-- Requires: n/a... (7 KB left)

Expand

Interview Script 3.txt

57 KB

Any initial thoughts on this script?

Q1 — 3/2/2025 11:34 PM

The introductory block is quite long and there are many comments near the code blocks the script writer intends to be altered.

A — 3/2/2025 11:34 PM

1 "What might you add to this script to make it more understandable?"

Q1 — 3/2/2025 11:36 PM

Comments past the warning block, in case advanced users need to edit the main portion of the script for any particular reason.

A — 3/2/2025 11:36 PM

5 "What parts of the script might you remove, seeing it as being nonessential?"

Q1 — 3/2/2025 11:39 PM

The introductory and warning blocks, and comments. Strictly non-essential, despite explaining how to modify the settings to a user's liking, and denoting where the settings intended to be altered end.

A — 3/2/2025 11:39 PM

Same as with script two, the next questions are more general so they may have unchanged answers

2 "Is an introductory block necessary or should the user be able to analyze the code to understand the script?"

3 "Should warning blocks be included in scripts?"

4 "Is it necessary for scripts to have built in debug or should the user be responsible for solving any further errors?"

6 "Should scripts be more modular, even though a specific script might have additional dependencies, or should they work 'out of the box'?"

7 "Should a script even have a predetermined layout or explanation?"

8 "Should scripts be translated to English as a universal language? Or is the user responsible for translating it or determining its use from code?"

Q1 — 3/2/2025 11:40 PM

All unchanged from script 2's questions.

A — 3/2/2025 11:40 PM

Any additional thoughts on this script or on this study in general?

Q1 — 3/2/2025 11:41 PM

The third script goes to quite above and beyond lengths to explain to its user how to operate it properly. This level of user-friendliness should be encouraged more.

A — 3/2/2025 11:42 PM

Alright, that should be the end of the interview then, thanks alot for your help~