Testing and Inspection Report Summary: ProgPuzzle
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Working, Loving, Programming!! is a programming puzzle game with a romantic twist, set in an office environment with the main character (MC) being the player. The MC is known to be an incredible programmer with vast knowledge in the Computer Science field, and naturally, co-workers seek out the MC for programming help. The game involves a "romancing" aspect where for each problem that the MC helps a co-worker with, they increasingly like the MC.

Testing

The overall testing structure of this program will be testing the functionalities of the key features that were implemented, such as, the programming puzzles, the activity transitions, and the dialogue system to name a few. Each of these tests will be rigorously tested to ensure that there are no bugs present when the program is being consistently used.

As for the test results, many of the key features that were implemented in the program were tested as much as they were able to and each one has passed their respective testing. When new bugs are found then there will be even more tests to be added to ensure that the bugs do not reappear in a future update to the game.

As the game furthers in development throughout the years that provide new updates to a launched product, regression testing will be needed but at the time of writing this summary, there will be no regression testing until after the product releases and new features are implemented.

Inspection

For the inspection side of the program, we inspected each other submitted code portions which can be broken up to this:

Jon-Michael: Provided code for the splash screen, title screen, and the menu
Shin: Provided code for the character dialogue and choices
Jeremy: Provided code for the puzzle activities
Ronny: Provided code for the programming puzzles to each of the characters

As a team, we tested and inspected each other's code to see if everything worked properly and was able to integrate properly with everyone's code.

Definitions of Key Terms

This is a list of key terms that were used during the description of the testing and inspection report:

Affection: A measure of the relationship between the main character (user) and a character within the game (same as affinity).

Affinity: A measure of the relationship between the main character (user) and a character within the game (same as affection).

Credibility: Measure of quantifying the player's accuracy in providing the correct answer to programming puzzles

Main Character: In a video game, this is the person whose point of view the user sees within the storyline. This is also generally the person that the story of the game depends on/revolves around.

MC: See *Main Character*.

Menu: An interface that the user interacts with within the game to access and use features. "Menu" is not used to refer to a list of dishes available in a restaurant.

Non-Playable Character: A character within the game that cannot be controlled directly by the user.

NPC: See *Non-Playable Character*.

Sprite: A graphic that adds to the visual aspect of the game. "Sprite" is not used to refer to fairies, elves, and the beverage.

Visual Novel: A game that features an interactive text-based story with narrative-based literature and interactivity aided by visuals most often using anime-style art.

As you can see these terms were not in the original writeup of the ProgPuzzle report. The core concept of the report still remains which is to provide an educational tool for learning programming concepts and pragmatics. Our group introduced a new flavor that involves adding a romantic twist to it which we thought would provide an enriching learning experience to the user by providing fun gameplay mechanics that would keep them engrossed in the program and further develop their programming skills.