* **Should it be the same person who wrote the code or somebody else?**
  + **Summarize the logic behind your answer.**

There are so many factors involved in this question. I know a significant number of programmers each in various job capacities. The one consistent fact between them all is that they do their own testing as they go. This is not to say that they all develop specific test cases for the final product or even for milestones, but they all do some testing. It is my opinion, that the more people that one can get to test, the better chance of finding and correcting bugs because each person will approach it differently. That being said, whether the same person who wrote the code does the testing for product completeness is going to vary for different situations. If, for instance, they are an independent developer, they may not have the resources available to have someone else do independent testing. One such independent game developer that I know, has been working hard on his own game, while working a full time IT job. After several years, he finally got it to a somewhat playable alpha build. He recently got it up on Steam as an early access title and is using that as a way to get help with testing, by incorporating a bug reporting process in the game so that players can help find them and submit them, while he continues to add functionality to the game. While I would love to help promote his game, especially in this class on testing, I am under an NDA to discuss the game by name until it goes to a full release, despite it being openly available to play on Steam early access.