

Final Project Guide #1

APPDEV1 (Introduction to Application Development) November 12, 2025

Technical Document for Project Guide #12

Application Name: Fancy Cocktail Pilipinas!

Developers: Bencila, Adrian Marc C.
Cauan, Nel Angelo C.

Introduction

A. Purpose

The purpose of this document is to provide a structured technical guide outlining the development aspects of Fancy Cocktail Pilipinas!. This includes the application's objectives, system scope, stakeholders, user interface specifications, and developer profiles. The document supports clarity and consistency throughout the system development life cycle.

B. Scope

The scope of this application focuses on automating the company's traditional retail and inventory systems. The automated system is designed to reduce time-consuming workloads, minimize human error, increase production efficiency, and streamline the overall transaction process. By integrating modern technologies into the company's workflow, the application aims to support faster and more accurate business operations.

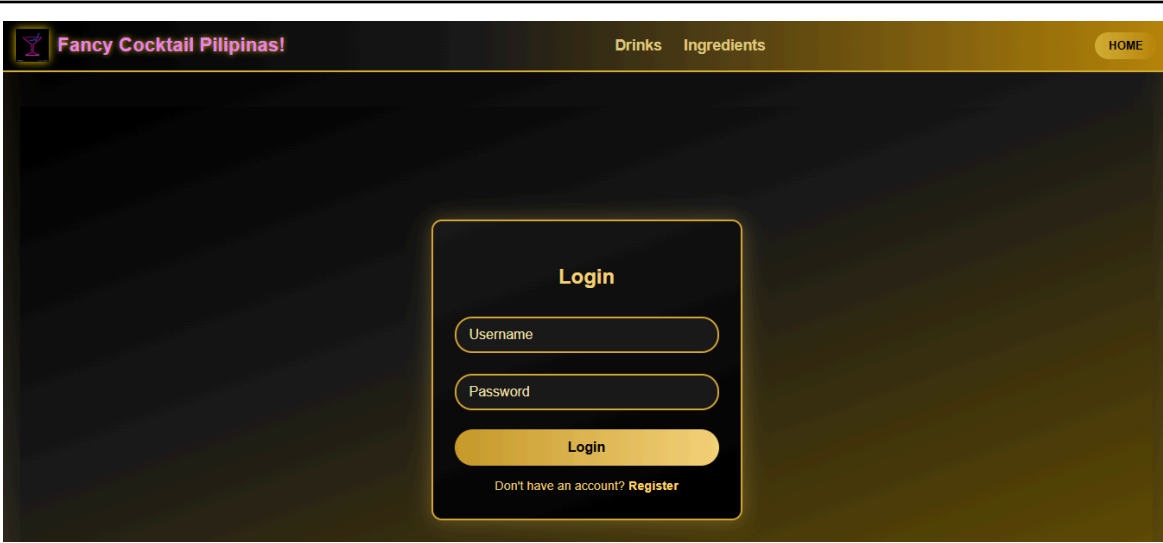
Stakeholder/Group Profile

Representative (Group Members)	Bencila, Adrian Marc C.
Description	Lead Developer / UI Designer
Type	Internal Stakeholder

Responsibilities	Designs user interface, develops front-end components, creates documentation, and ensures usability.
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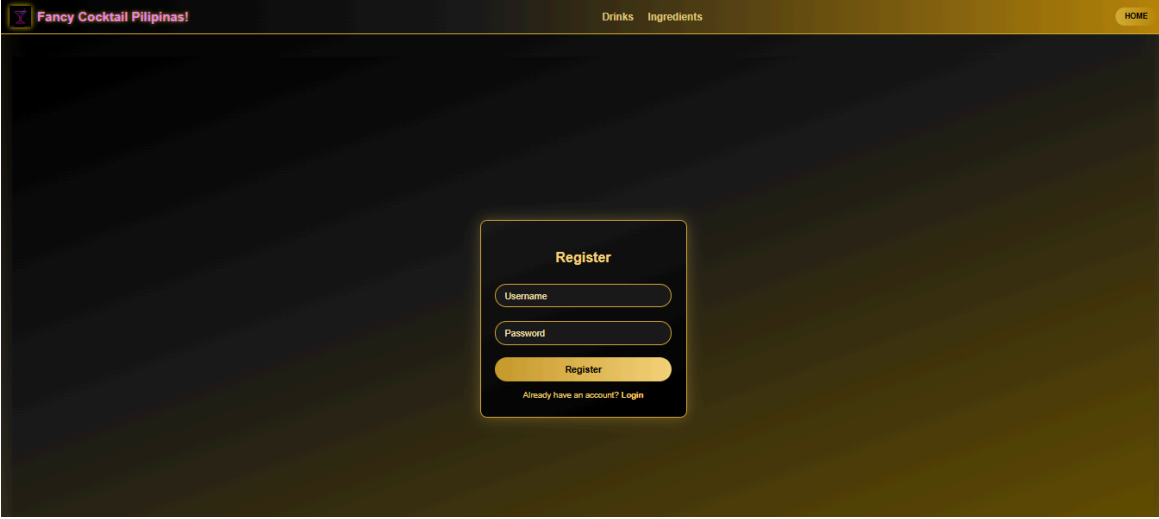
Representative (Group Members)	Cauan, Nel Angelo C.
Description	Back-End Developer / Database Manager
Type	Internal Stakeholder
Responsibilities	Develops system logic, manages databases, integrates back-end features, and handles system testing.

User Interfaces

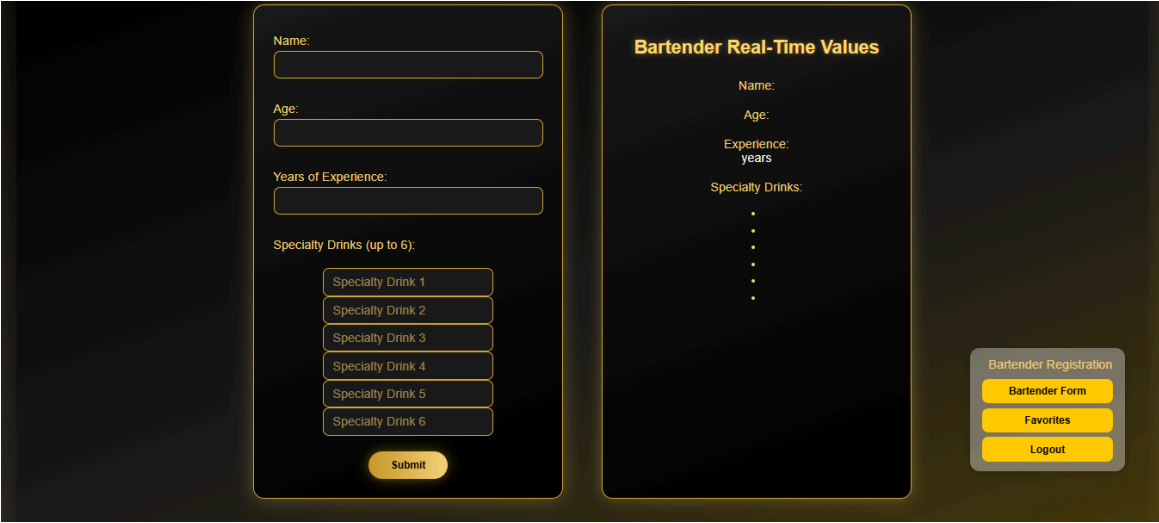
UI Name :	LOGIN PAGE
	
Purpose	The login UI is designed to authenticate users safely, ensuring that only authorized individuals can access the system's personalized data and functionalities while maintaining a smooth and intuitive user experience.
Navigation and user interaction	This UI provide clear navigation and user interaction by allowing users to enter a valid username and password to access their account, submit their credentials using the Login button, and navigate to the registration page through the " Don't have an account? Register " option.

User Interfaces

UI Name:	REGISTRATION FORM UI
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Purpose	The purpose of the registration UI is to deliver a structured and user-friendly interface that enables new users to efficiently create an account through intuitive navigation and seamless user interaction.
Navigation and user interaction	To ensure smooth navigation and clear user interaction by providing a simple registration interface where users can enter a valid username and password, submit their details using the Register button, and switch to the login page through the "Already have an account? Login" option.


User Interfaces

UI Name:	Bartender Form
	
Purpose	<p>The Bartender Registration Form allows users (admin or bar managers) to register bartenders into the system. Its objectives are to:</p> <ul style="list-style-type: none">● Collect essential information about bartenders including name, age, experience, and specialty drinks.● Maintain a dynamic list of bartenders for display or management.● Allow easy updating and removal of bartender

	<p>entries.</p> <ul style="list-style-type: none">● Provide real-time feedback to the user during input.
Navigation and user interaction	<p>The Bartender Form can be accessed as follows:</p> <ul style="list-style-type: none">● Navbar: Users click on a "Bartenders" or "Manage Bartenders" link to open the form page.● Landing Page or Admin Dashboard: A button or section redirects to the bartender form.

User Interfaces

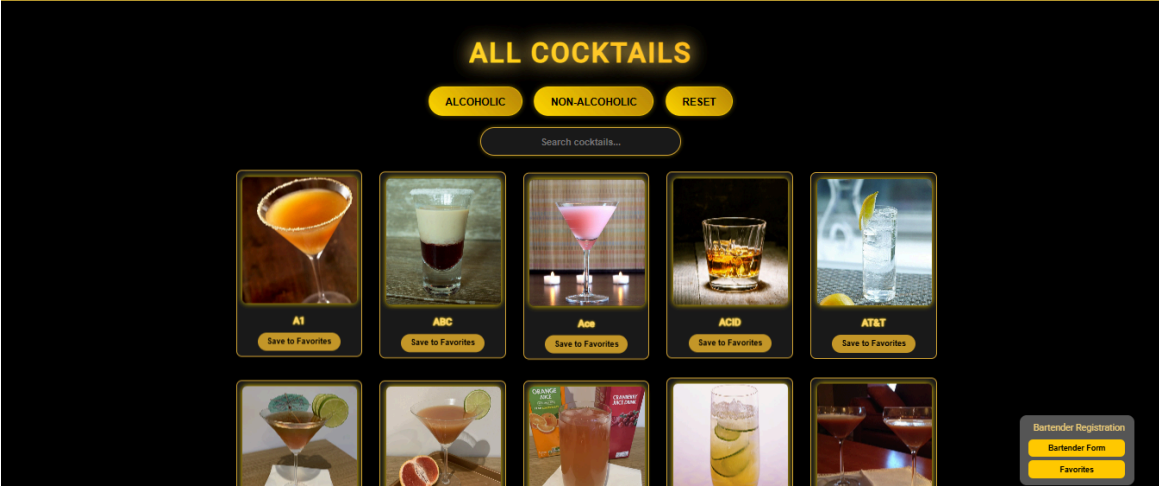
UI Name:	Drink of the Day
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Purpose	<p>The Drink of the Day feature highlights a randomly selected cocktail from the database each day. Its purpose is to:</p> <ul style="list-style-type: none">• Engage users by suggesting a new drink daily.• Promote variety and exploration of cocktails.• Serve as a featured item for marketing or recommendations.• Demonstrate dynamic content rendering based

	on the current date.
Navigation and user interaction	<p>The Drink of the Day can be accessed in the application in the following ways:</p> <ul style="list-style-type: none">● Home/Landing Page: A dedicated section displays the featured drink automatically.● Cocktail Page Navigation: Users can click a "Drink of the Day" banner to view full details.● Optional Notification: The feature can be highlighted in the navbar or as a pop-up suggestion when opening the app.

User Interfaces

UI Name:	Cocktails Page
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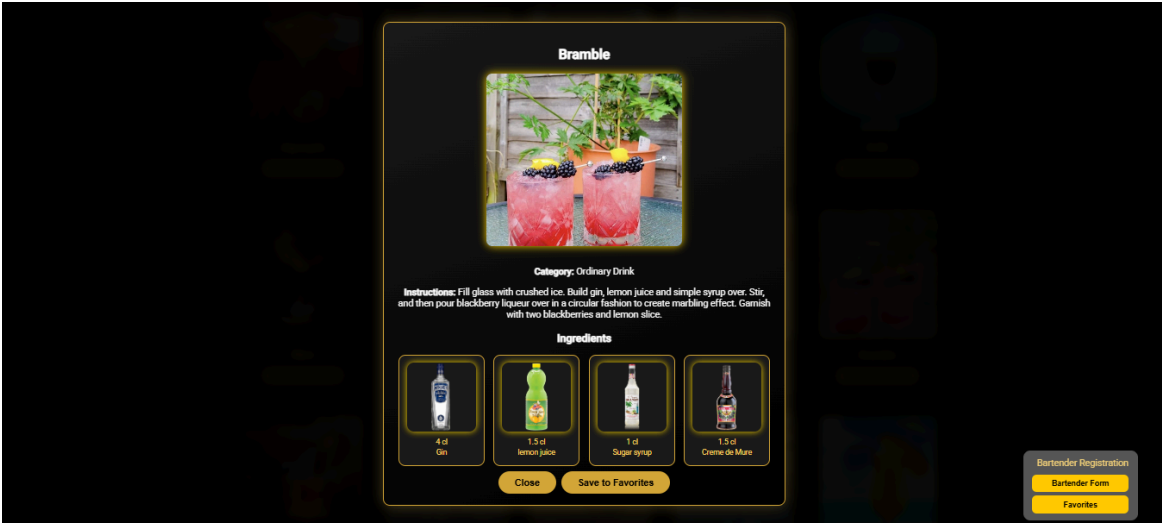


Purpose	The Cocktails tab serves as the main interface for users to explore a collection of cocktail drinks. It allows users to browse, search, filter by type (e.g., alcoholic, non-alcoholic), and view detailed information about each cocktail, including ingredients, preparation instructions, and images.
Navigation and user interaction	Navigation & User Interaction: <ul style="list-style-type: none">● Navigation:<ul style="list-style-type: none">○ Users can access the Cocktails tab directly from the main navigation bar.○ Within the tab, a search bar allows users to quickly locate specific

	<p>cocktails by name.</p> <ul style="list-style-type: none">◦ Filter buttons (e.g., Alcoholic, Non-Alcoholic) enable users to refine the displayed drinks according to their preferences.◦ Clicking a drink card opens a popup containing detailed information about the drink. <ul style="list-style-type: none">● User Interaction:<ul style="list-style-type: none">◦ Hover Effects: When hovering over drink cards or buttons, visual feedback (e.g., glow, jump animation) indicates that elements are interactive.◦ Popup Interaction: Users can view the cocktail image, ingredients, and preparation steps in the popup.◦ Save Button: Allows users to save favorite drinks for later reference.◦ Responsive Design: The layout adapts to different screen sizes, ensuring that all content, including titles and images, remains visible and accessible.
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User Interfaces

UI Name:	Cocktail Details Pop-out
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Purpose	The pop-out feature allows users to view detailed information about a selected cocktail without leaving the main Cocktails page. This includes a larger image of the drink, its ingredients, and preparation instructions, providing a more immersive and interactive experience.

Navigation and user interaction

○ Navigation:

- Users click on a **drink card** in the Cocktails grid.
- A **popup overlay** appears, centered on the screen, showing the cocktail details.
- The popup can be closed via a **Close button** or by clicking outside the popup area (if implemented).

○ User Interaction:

■ Popup Content:

- Shows a larger **cocktail image** for better visualization.
- Displays a **list of ingredients**, each with its own image and name, arranged in a responsive grid.
- Includes **preparation instructions** (if applicable).

■ Animations:

- Popup appears with a smooth **fade-in and zoom-in effect**, making the transition visually appealing.
- Ingredient cards can have subtle animations (e.g., float-in or hover effects)

to make the interface dynamic.

■ **Buttons:**

- **Save Button:** Users can save the cocktail to favorites.
- **Close Button:** Closes the popup, returning the user to the main Cocktails page.

■ **Responsiveness:**

- Popup layout adjusts for different screen sizes to prevent content from being cut off, ensuring the drink name and details are fully visible on smaller monitors.

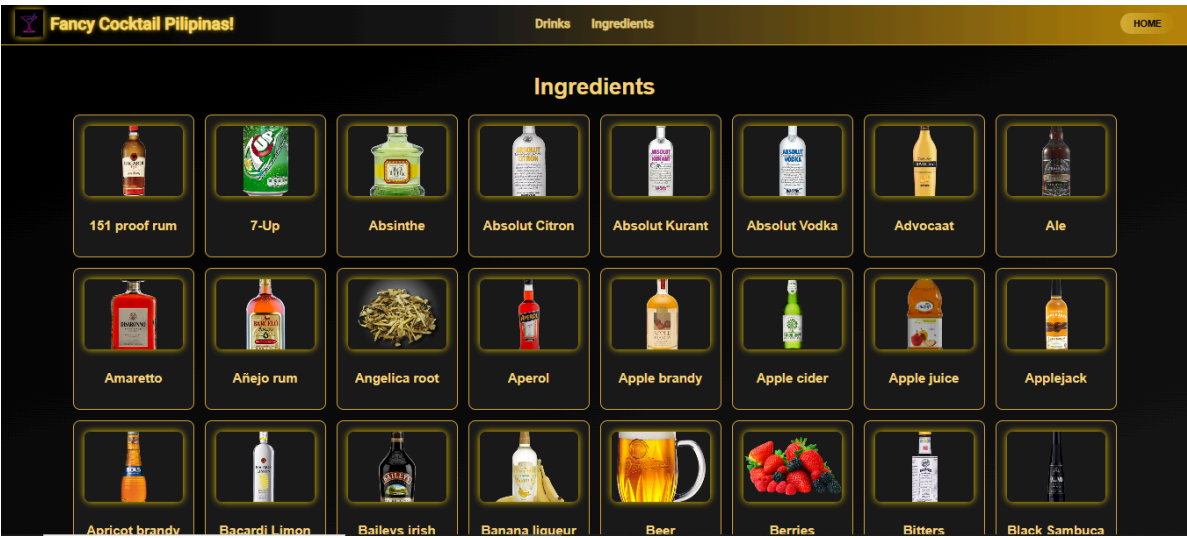
Benefits:

- Enhances user engagement by presenting information in a visually appealing, interactive manner.
- Reduces navigation steps since users don't have to leave the main page to see details.
- Improves accessibility of drink information, making it easy to explore and save favorite cocktails.

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User Interfaces

UI Name:	Ingredients Page
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Purpose	The Ingredients Page displays all the available ingredients in the cocktail system. This allows users to explore individual ingredients, view their images, and understand which cocktails they are used in. It serves as a reference and learning tool for users interested in mixology.

Navigation and user interaction

○ Navigation:

- Users access the Ingredients Page via a **tab or menu link** in the main navigation bar.
- Once on the page, all ingredients are displayed in a **responsive grid layout**.

○ User Interaction:

■ Ingredient Cards:

- Each ingredient is presented in a card format with:
 - **Ingredient Image:** A clear visual representation of the ingredient.
 - **Ingredient Name:** Displayed below the image in readable text.
- Cards are clickable to view more details about that ingredient (e.g., related cocktails or additional info).

■ Hover Effects:

- Cards highlight or slightly scale when hovered, giving a **live interactive feel**.
- Box-shadow or subtle glow effects are used to enhance

visual feedback.

■ **Responsive Layout:**

- The grid automatically adjusts the number of columns based on screen width, ensuring a smooth experience across devices.
- Spacing between cards is consistent to avoid overlap or clutter.

■ **Animations:**

- Cards can have a **fade-in or float-in animation** as the page loads, making the interface dynamic.

Benefits:

- Provides a **quick overview of all ingredients** available in the system.
- Supports learning about mixology by showing **visual cues for each ingredient**.
- Allows users to **navigate to cocktails associated with each ingredient**, improving the exploration experience.
- Enhances the aesthetic appeal with **animated, interactive cards**, making the page more engaging.
 - the cocktail to favorites.

- **Close Button:** Closes the popup, returning the user to

the main Cocktails page.

■ **Responsiveness:**

- Popup layout adjusts for different screen sizes to prevent content from being cut off, ensuring the drink name and details are fully visible on smaller monitors.

Benefits:

- Enhances user engagement by presenting information in a visually appealing, interactive manner.
 - Reduces navigation steps since users don't have to leave the main page to see details.
 - Improves accessibility of drink information, making it easy to explore and save favorite cocktails.
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PROFILE

Computer Science student at the University Of Baguio, passionate about coding and software development, eager to gain practical experience and contribute to innovative projects.

SKILLS

- Project Management
- Software Development
- Budgeting and Cost Analysis
- Enterprise Resource Planning
- Staff and User Training
- Process Improvement

AWARDS

- Most Outstanding Employee of the Year, Pixelpoint Hive (2015)
- Best Mobile App Design, HGFZ Graduate Center (2014)

Adrian Bencila

UNIVERSITY STUDENT

WORK EXPERIENCE

Project Manager

Riot Games | Oct 2026 - present

- Gained hands-on experience in [specific skill, e.g., game development pipelines, programming, or QA processes].

Senior UX Designer

Hoyolab | Jan 2020 - Sept 2026

- Analyzed user feedback and suggested improvements to enhance platform interaction.

EDUCATIONAL HISTORY

University of Baguio

Bachelor of Science in Computer Science | Aug 2024 - May 2028

- Maintaining strong academic performance while actively participating in [clubs, projects, or relevant activities].

University of the Cordilleras

Senior High School | Aug 2022 - July 2024

- Completed senior high school with [honors/achievements, if any] and developed a strong foundation in [math, science, IT, or relevant subjects].

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EXPERTISE

UX Design
Graphics Design
Project Management
Branding

SOFTWARE KNOWLEDGE

Graphic Design Software
Software for Design
Another Software
Team Communication
Software
Graphics Software

PERSONAL SKILLS

Creativity
Team building
Communication
Problem Solving
Leadership

CAUAN NEL ANGELO

UNIVERSITY STUDENT

PERSONAL PROFILE

Aspiring software developer and computer science student at University of Baguio, seeking internship opportunities to apply programming and problem-solving skills in real-world projects.

WORK EXPERIENCE

GRAPHIC DESIGNER

Freelance - Dec 2021 - Jan 2022

- Philippines
- Helps businesses create their own logo and other infographics they need.
- Ensure information is accurate and valid by communicating with the clients.

GRAPHIC DESIGNER

Studio Shodwe | Dec 2015 - Sep 2019

- Creating and editing graphic design assets for the web application and website
- Helping with day-to-day project tasks
- Developing and editing social media templates

SOCIAL MEDIA MANAGEMENT ASSISTANT - MAY 2022- JAN 2024

- Heavenlyvalley's Trading Philippines
- Helps in making advertisement that will be posted through social media.
- I help in answering the inquiries of the costumers through chat.
- Ensure information is accurate and valid by creating and updating the product we are offering.

EDUCATION

UNIVERSITY OF THE CORDILLERAS

2017 - 2024

UNIVERSITY OF BAGUIO

2025 - present

