

Dokumentasi Sistem

GuruPreneur(SkillMentor)

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Dokumentasi ini dibuat untuk menjelaskan fitur, halaman, dan alur sistem GuruPreneur berbasis web.

Dokumen ini ditujukan sebagai laporan akademik dan dapat dilengkapi dengan screenshot setiap halaman.

I. Overview Sistem

GuruPreneur (SkillMentor) adalah platform pembelajaran online yang menghubungkan Tutor (Mentor) dan Student (Murid). Sistem ini memungkinkan tutor membuat course, student mendaftar course, serta admin mengelola dan memverifikasi tutor.

2. Teknologi yang Digunakan

1. Next.js 14 (App Router)
2. React 18
3. TypeScript
4. Prisma ORM
5. PostgreSQL (Vercel Postgres)
6. Clerk Authentication
7. Tailwind CSS
8. Cloudinary

3. Dokumentasi Halaman (Pages)

3.1 Halaman Landing / Home

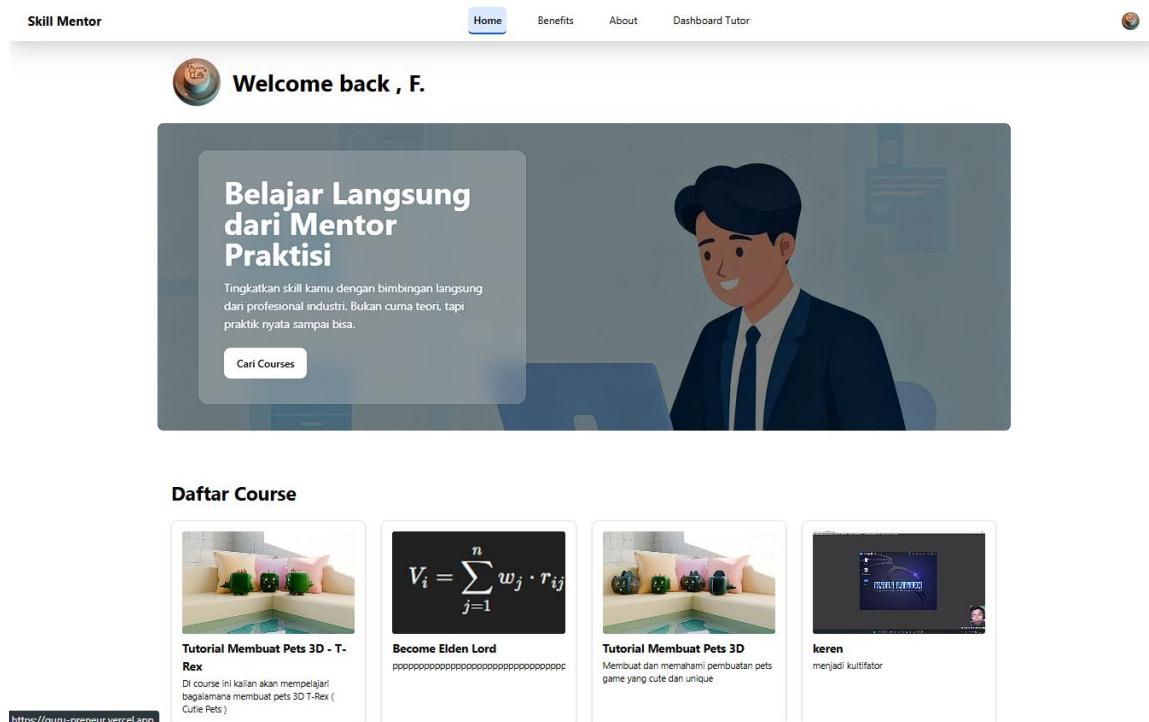
Deskripsi:

Halaman utama yang menampilkan informasi umum platform dan daftar course.

Fungsi:

Menampilkan daftar course yang tersedia dan navigasi login/register.

Screenshot Halaman:



3.2 Halaman Login & Register

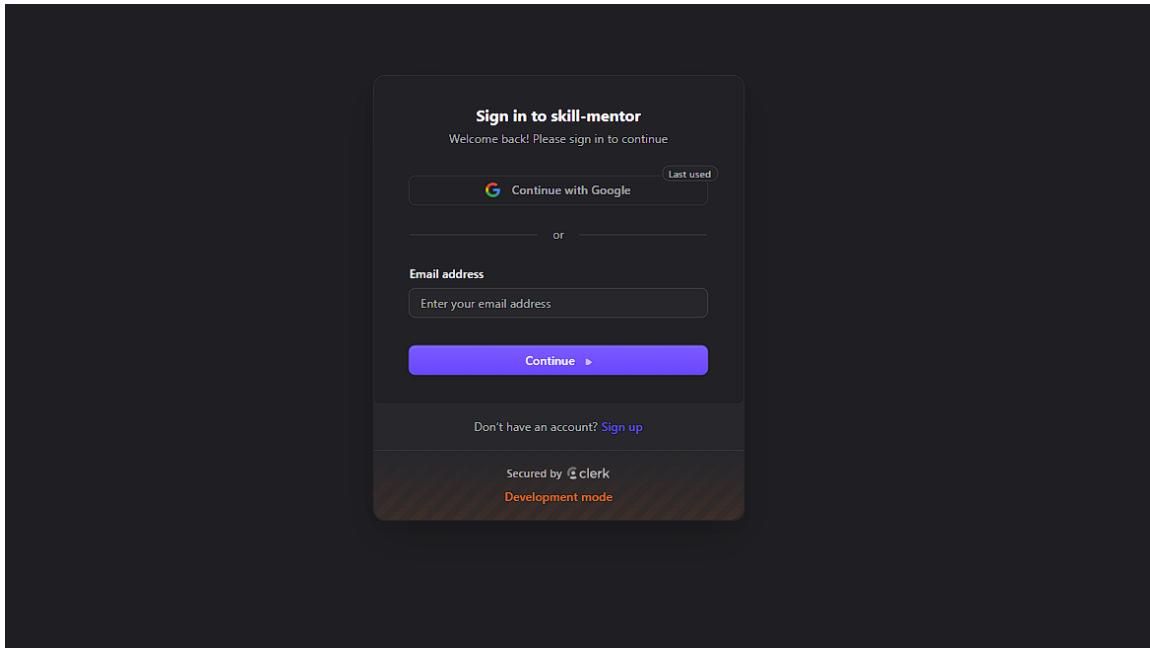
Deskripsi:

Halaman autentikasi pengguna menggunakan Clerk.

Fungsi:

User dapat melakukan sign in dan sign up sebelum mengakses fitur utama.

Screenshot Halaman:



3.3 Halaman Dashboard Tutor

Deskripsi:

Halaman khusus tutor untuk mengelola course.

Fungsi:

Tutor dapat membuat, mengedit, dan menghapus course.

Screenshot Halaman:

The screenshot shows the 'Tutor Dashboard' page of the Skill Mentor website. At the top, there is a navigation bar with links for Home, Benefits, About, and Dashboard Tutor. A user profile icon is also present. The main content area is titled 'Tutor Dashboard' and displays a welcome message: 'Welcome back, Fangeran Belthan awdiadawdaawdadadadwad'. Below this, there are three summary boxes: 'Total Courses' (2, Course yang kamu buat), 'Total Chapters' (4, Materi yang tersedia), and 'Account Status' (Active, Status akun tutor). The 'My Courses' section lists two courses: 'Tutorial Membuat Pets 3D' and 'Tutorial Membuat Pets 3D - T-Rex'. Each course card includes a preview image, a brief description, and manage/edit/delete buttons.

Total Courses	Total Chapters	Account Status
2 Course yang kamu buat	4 Materi yang tersedia	Active Status akun tutor

My Courses	
+ Create Course	
 Tutorial Membuat Pets 3D Membuat dan memahami pembuatan pets game yang cute dan unique Manage Edit Delete	 Tutorial Membuat Pets 3D - T-Rex Di course ini kalian akan mempelajari bagaimana membuat pets 3D T-Rex (Cutie Pets) Manage Edit Delete

3.4 Halaman Apply Tutor

Deskripsi:

Halaman form pengajuan menjadi tutor.

Fungsi:

User mengisi data diri, skill, dan rencana mengajar.

Screenshot Halaman:

The screenshot shows a web page titled 'Skill Mentor' with a navigation bar including 'Home', 'Benefits', 'About', and 'Become Tutor'. A user profile icon is in the top right. The main content is a form titled 'Apply as Tutor' with the sub-instruction 'Lengkap data di bawah untuk mendaftar sebagai tutor'. The form fields are:

- Full Name:** Input field placeholder 'Nama lengkap kamu'.
- Bio:** Text area placeholder 'Ceritakan pengalaman kamu'.
- Portfolio Links:** Input field placeholder 'Https://artstation.com/..., https://linkedin.com/...'.
- Skills:** Input field placeholder 'Blender, 3D Modeling, Sculpting'.
- Teaching Plan:** Text area placeholder 'Apa yang ingin kamu ajarkan?'.

A large black button at the bottom right of the form area contains the text 'Apply as Tutor'.

3.5 Halaman Detail Course

Deskripsi:

Halaman detail course berisi deskripsi, chapter, dan lesson.

Fungsi:

Student dapat melihat detail course sebelum enroll.

Screenshot Halaman:

The screenshot displays the Skill Mentor website interface. At the top, there is a navigation bar with links for Home, Benefits, About, and Become Tutor. A user profile icon is also present. Below the navigation bar, the main content area features a course card for "Tutorial Membuat Pets 3D - T-Rex". The card includes the course title, a brief description stating it's free, and a large "Gratis" button. It also shows the mentor's name, Fangeran Belthan, and the number of lessons available. Below the course card, there is a section titled "Materi Pembelajaran" (Learning Materials) which lists a single lesson: "Pembuatan Based Model Awal Pets" (1 Lesson). A "Preview" link is provided next to this lesson. At the bottom of the learning materials section, there is a call-to-action button with the text "Daftar sekarang untuk mengakses semua video pembelajaran dan materi lengkap!" (Register now to access all video lessons and complete materials!). Finally, there is a "Tentang Mentor" (About Mentor) section featuring a profile picture of the mentor, their name, Fangeran Belthan, and a list of skills: 3D Blender, 3D Modeling, and 3D Architectural.

3.6 Halaman Enrollment

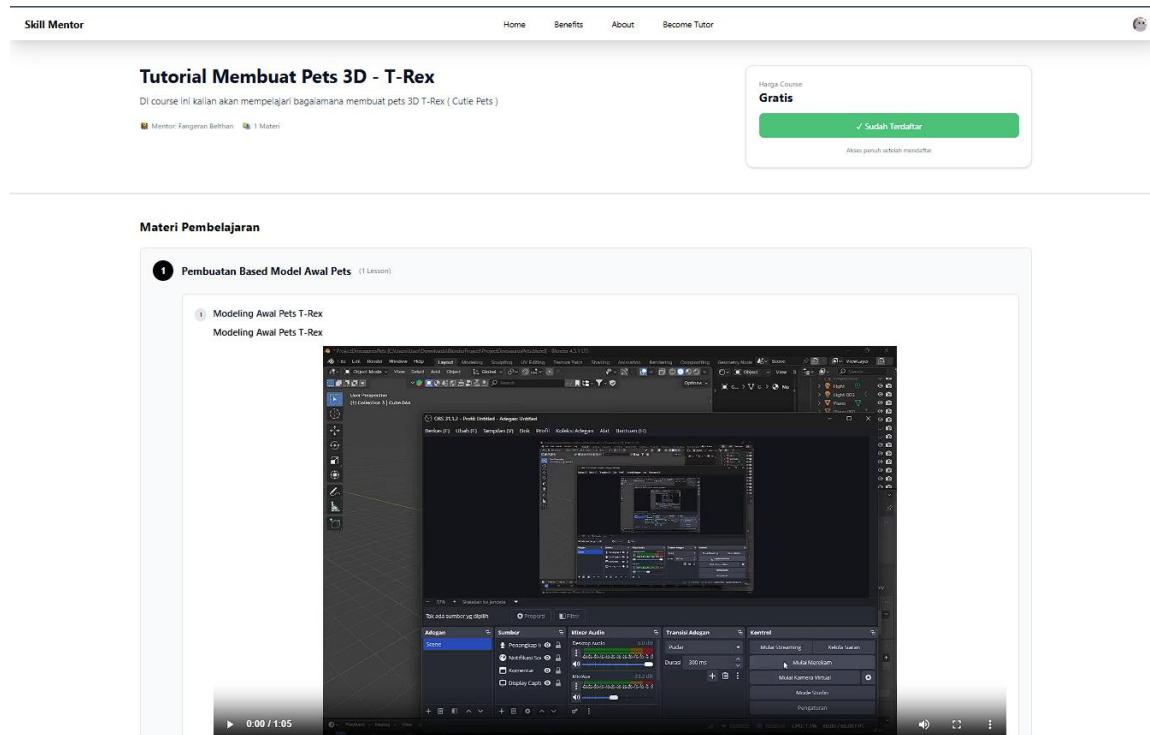
Deskripsi:

Proses pendaftaran student ke course. Setelah daftar/enroll video pembelajaran akan terbuka.

Fungsi:

Setelah enroll, role user berubah menjadi STUDENT.

Screenshot Halaman:



3.7 Halaman Admin Panel

Deskripsi:

Halaman khusus admin.

Fungsi:

Admin dapat menyetujui atau menolak aplikasi tutor.

Screenshot Halaman Apply/Reject:

Name	Status	Applied
ilham1234	APPROVED	1/18/2026
asdasd asddwerq123413	APPROVED	1/16/2026
Fangeran Belthan	APPROVED	1/16/2026
hamilhan	APPROVED	1/16/2026
Fangeran Belthan	APPROVED	1/16/2026
Fangeran Belthan	APPROVED	1/16/2026
hamsalf	APPROVED	1/16/2026

Screenshot Halaman Detail Apply/Reject status untuk admin :

Fangeran Belthan PENDING

Bio
Saya adalah 3D artist dengan fokus pada Blender, khususnya 3D modeling dan sculpting untuk kebutuhan game dan aset 3D. Saya berpengalaman membuat model 3D dari konsep hingga siap digunakan di game, termasuk pengaturan topology dasar, UV mapping, dan texturing sederhana. Saya terbiasa menggunakan Blender untuk proyek pribadi dan pengembangan game, serta memiliki minat besar dalam berbagai pergetahuan dan membantu pemula memahami workflow 3D secara praktis dan mudah dipahami.

Skills
3D Blender 3D Modeling 3D Architectural

Portfolio
• <https://www.linkedin.com/in/betan-betan-b50861383/>

Teaching Plan
Saya ingin mengajarkan dasar-dasar Blender untuk pemula, mulai dari pengenalan interface, modeling dasar, sculpting sederhana, hingga workflow pembuatan asset 3D untuk game. Materi akan difokuskan pada praktik langsung, tips workflow yang efisien, serta kesalahan umum yang sering dilakukan pemula agar mereka bisa cepat memahami dan langsung mempraktikkannya dalam proyek mereka sendiri.

Action Buttons
Approve Reject

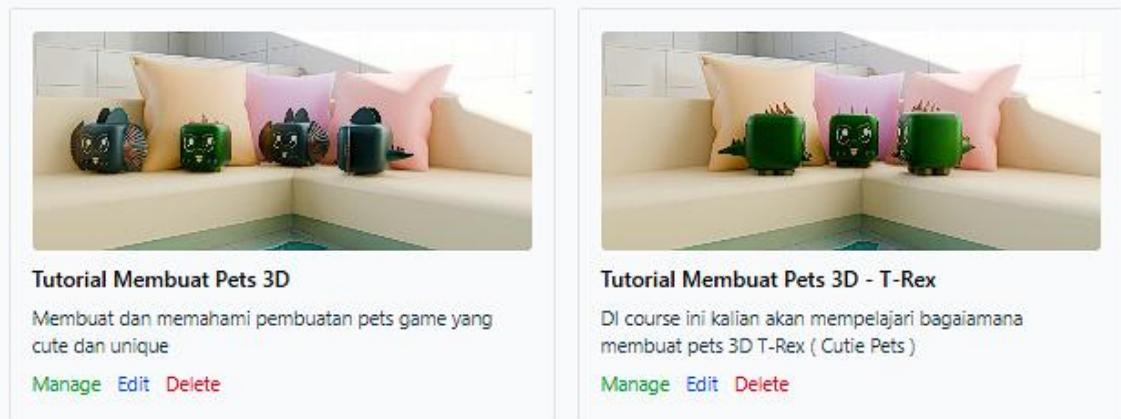
3.8 Halaman DashboardTutor-DetailCourse-Manage>Edit,Delete

Deskripsi:

Halaman khusus tutor, manage, edit, delete

Fungsi:

Tutor dapat memanage, mengedit course, dan juga mendelete course tersebut.



The screenshot displays two course cards side-by-side. Both cards feature a background image of a sofa with colorful pillows and small green 3D models of pets. The left card is titled "Tutorial Membuat Pets 3D" and describes it as a course to make cute and unique pets. It includes "Manage", "Edit", and "Delete" buttons. The right card is titled "Tutorial Membuat Pets 3D - T-Rex" and describes it as a course to learn how to make a T-Rex pet. It also includes "Manage", "Edit", and "Delete" buttons.

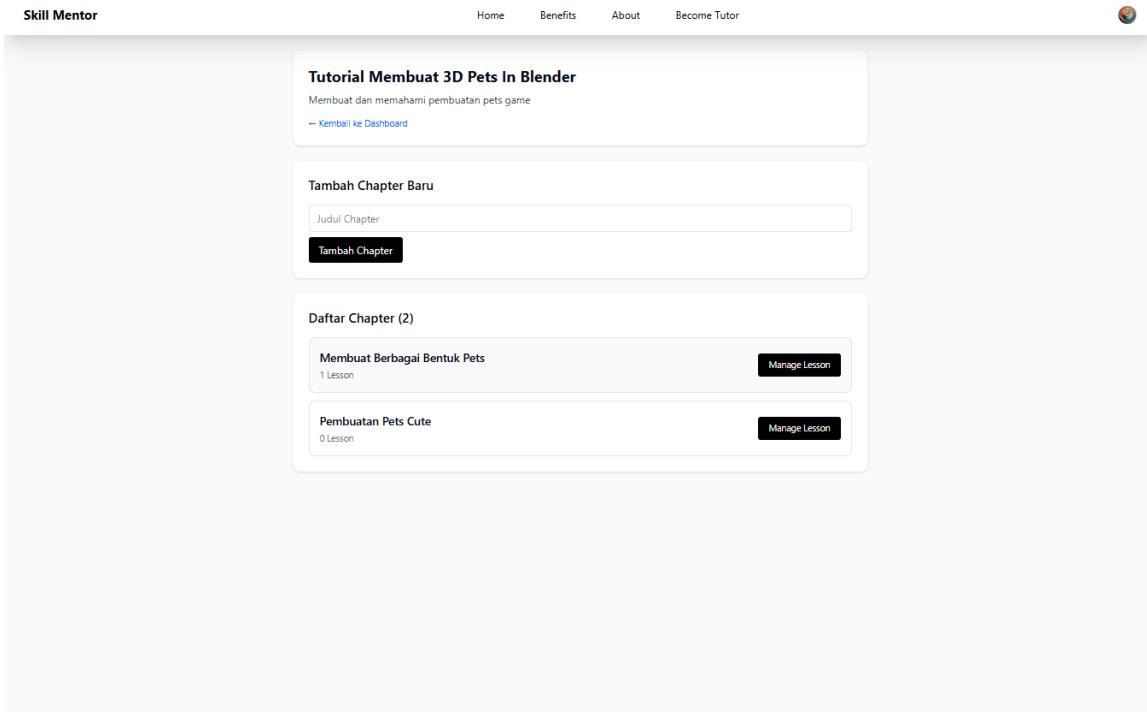
3.8,5 Halaman DashboardTutor-DetailCourse-Manage>Edit,Delete

Deskripsi:

Halaman khusus tutor, menambahkan chapter di course dan memanage lesson setiap chapter

Fungsi:

Tutor dapat membuat judul chapter dan menambahkan lesson



The screenshot shows a detailed view of a course management interface. At the top, there's a navigation bar with "Skill Mentor", "Home", "Benefits", "About", "Become Tutor", and a user profile icon. Below the navigation, the main content area is divided into sections. The first section, "Tutorial Membuat 3D Pets In Blender", contains a brief description and a "Kembali ke Dashboard" link. The second section, "Tambah Chapter Baru", has a form for entering a chapter title and a "Tambah Chapter" button. The third section, "Daftar Chapter (2)", lists two chapters: "Membuat Berbagai Bentuk Pets" (1 Lesson) and "Pembuatan Pets Cute" (0 Lesson), each with a "Manage Lesson" button.

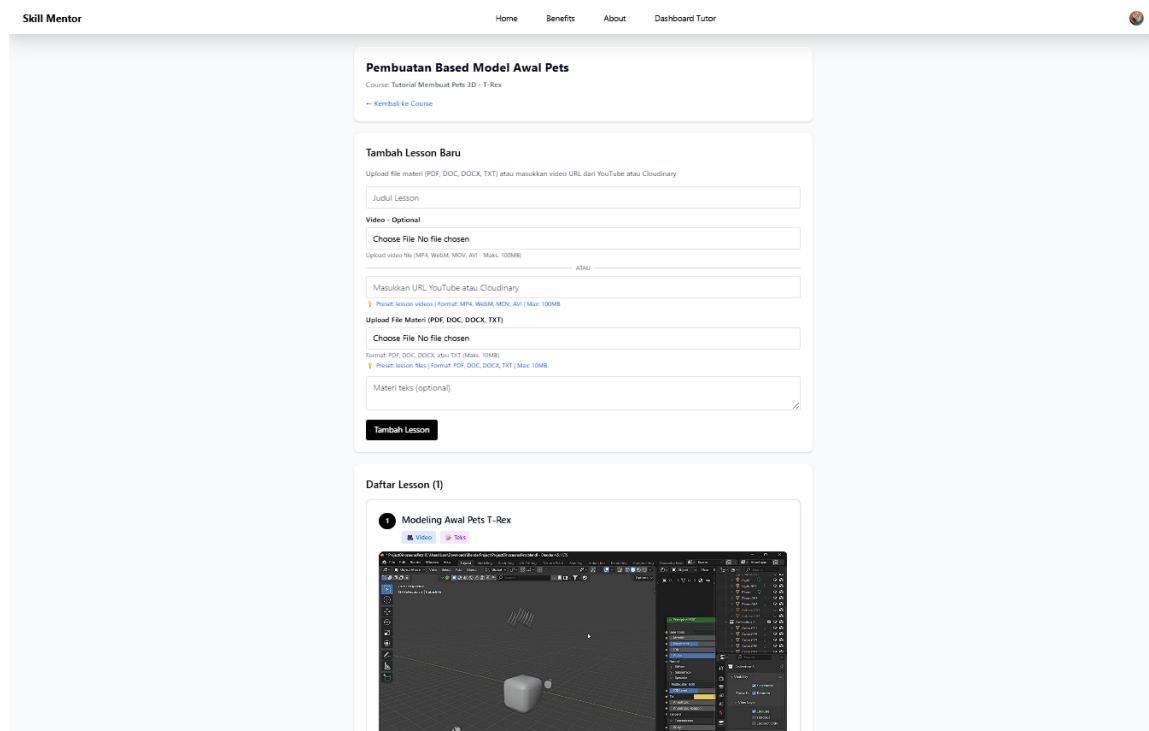
3.9 Halaman DashboardTutor-DetailCourse-Manage,Edit,Delete

Deskripsi:

Halaman khusus tutor, membuat lesson, dapat berupa teks, dan video pembelajaran

Fungsi:

Tutor dapat mengupload video pembelajaran dan teks



4. Database & Model

Sistem menggunakan PostgreSQL dengan ORM Prisma. Model utama meliputi User, Tutor, Course, Chapter, Lesson, Enrollment, dan TutorApplication.

5. API Endpoints

API digunakan untuk komunikasi data antara frontend dan backend, meliputi endpoint Tutor, Course, Enrollment, dan Admin.

6. Penutup

Dokumentasi ini menjelaskan struktur dan fitur utama sistem GuruPreneur. Dokumen dapat dikembangkan dengan menambahkan screenshot asli dari setiap halaman sistem.