CAVITE STATE UNIVERSITY
Imus Campus
Cavite Civic Center Palico IV, Imus, Cavite
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www.cvsu.edu.ph

DEPARTMENT OF COMPUTER STUDIES
ITEC 106 – IT ELECTIVE 2 (WEB SYSTEM AND TECHNOLOGIES 2)

Project Planning

Overview

- **Project Title:** *Team Developer Portfolio – The<Script>*
- **Project Objective:** Develop a static web application using ReactJS to showcase team members, skills, and projects.

Team Roles & Responsibilities

Role	Member	Responsibilities
Project Manager	[Meg Angeline Fabian]	Overseas development, manages tasks.
Frontend Developer	[Meg Angeline Fabian, Shanley Galo, Pamela Murillo, Kate Serrano]	Builds UI, manages components, ensures responsiveness.
Designer	[Giuliani Calais, Meg Angeline Fabian, Shanley Galo]	Creates UI/UX design and branding.
QA Tester	[Shanley Galo, Meg Angeline Fabian]	Ensures functionality, checks for bugs.

Development Timeline

Phase	Task	Duration
Week 1	Project Setup, Planning, UI/UX Design	1 week

Week 2	Development (Components, Routing, Styling)	1 week
Week 3	Testing, Deployment, Documentation	1 week

Tech Stack & Tools

Frontend Technologies

Technology	Purpose
ReactJS	Framework for building UI
React Router	Enables navigation between pages
Tailwind CSS	Styling and layout

Deployment Tools

Platform	Purpose
Vercel	Hosting the project
GitHub	Version control and collaboration

Development Tools

Technology	Purpose
VS Code	Code editor (IDE)
Figma	Wireframe and UI design

Wireframe & UI Design (Screenshot / Files)

- The initial wireframe and UI designs are created using Figma.
  Figma Link: https://www.figma.com/proto/bzBEHiaGV3D92dOlC7cylF/Portfolio-Showcase---Prototype?node-id=130-3537&t=9NzO81GF5TTUd642-1
- Wireframes include layouts for Homepage, Team Page, Projects Page, and Contact Page.
- The design follows a modern and responsive approach ensuring smooth user experience.

Code Dictionary

Project Folder Structure

```
/THESCRIPT
├── build/              # Production build output (after running build)
├── node_modules/       # Installed npm packages
├── public/             # Static files like HTML template, and the Dino Game
├── src/                # Source code
│   ├── assets/         # All media: images, videos, sounds, fonts, icons
│   ├── components/     # Reusable components like Desktop, Taskbar, Windows
│   ├── contexts/       # React Context files (e.g., AudioProvider)
│   ├── pages/          # Route-level components (like startup, play)
│   ├── App.css         # Global styles
│   ├── App.jsx         # Main App structure with routing
│   ├── index.css       # Base styles and resets
│   ├── index.js        # App entry point (renders App)
│   ├── scrollbar.css   # Custom scrollbar styling (retro)
│   ├── tailwind.css    # Tailwind base config import
├── .gitignore          # Git config to ignore folders/files
├── package-lock.json   # Exact versions of installed npm packages
├── package.json        # Project metadata and dependencies
├── postcss.config.js   # PostCSS setup for Tailwind
├── tailwind.config.js  # Tailwind custom config
├── README.md           # Project description and instructions
```

Key Code Descriptions & Examples

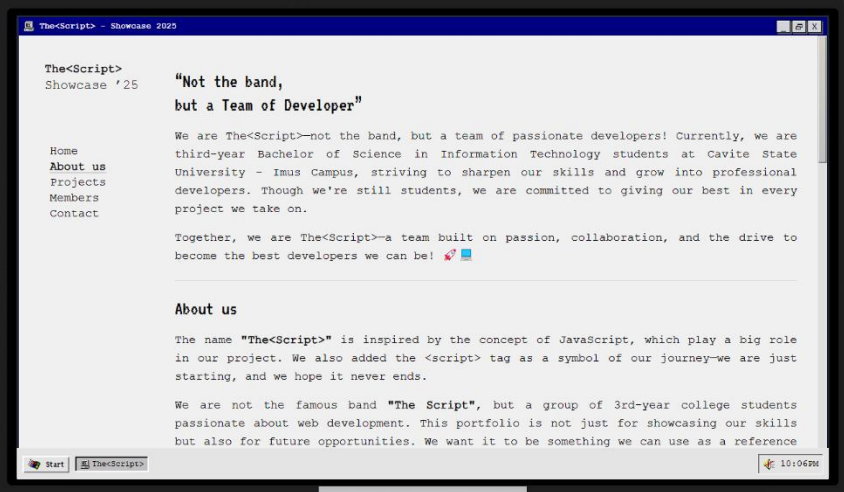
`App.js` - Main Component & Routing Setup

```
import { Routes, Route } from 'react-router-dom';
import React, { useEffect } from 'react';

import './App.css';
import './tailwind.css';
import './scrollbar.css';
import '../src/components/Desktop/desktop.css';

import Start from './pages/startup';
import Play from './pages/play';
import Shutdown from './components/shutdown';
import Desktop from './components/Desktop/desktop';
import { AudioProvider } from './contexts/AudioContext'; //handles bg music

function App() {
  useEffect(() => {
    // redirect everything to '/' just in case someone tries to skip start page
    if (window.location.pathname !== '/') {
      window.location.replace('/');
    }
  }, []);

  return (
    <AudioProvider>
      <div className="grainy-overlay">
        <Routes>
          <Route exact path="/" element={<Start />} />      {/* startup screen */}
          <Route path="/play" element={<Play />} />         {/* vinyl animation before desktop */}
          <Route path="/desktop" element={<Desktop />} />   {/* windows 95-inspired UI */}
          <Route path="/shutdown" element={<Shutdown />}/>  {/* shutdown animation */}
        </Routes>
      </div>
    </AudioProvider>
  );
}

export default App;
```

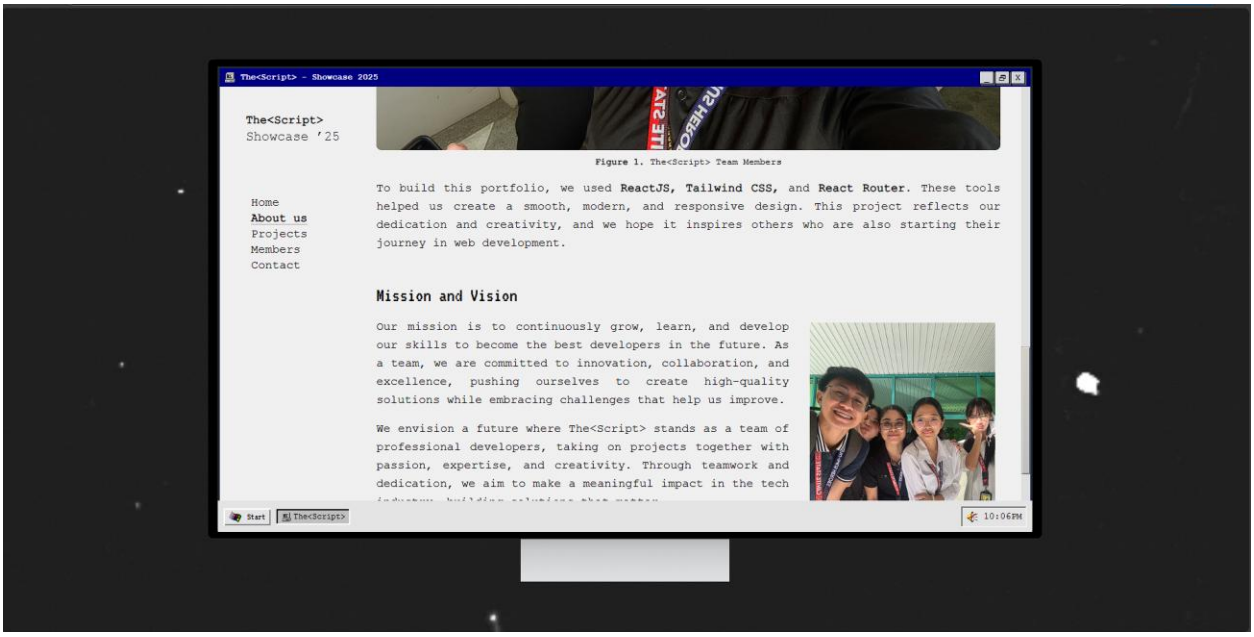
Screenshots

(Insert images showcasing different sections of the project.)

Homepage


The<Script> - Showcase 2025
The<Script>
Showcase '25
Home
About us
Projects
Members
Contact
"Not the band,
but a Team of Developer"
We are The<Script>—not the band, but a team of passionate developers! Currently, we are third-year Bachelor of Science in Information Technology students at Cavite State University - Imus Campus, striving to sharpen our skills and grow into professional developers. Though we're still students, we are committed to giving our best in every project we take on.
Together, we are The<Script>—a team built on passion, collaboration, and the drive to become the best developers we can be!
About us
The name "The<Script>" is inspired by the concept of JavaScript, which play a big role in our project. We also added the <script> tag as a symbol of our journey—we are just starting, and we hope it never ends.
We are not the famous band "The Script", but a group of 3rd-year college students passionate about web development. This portfolio is not just for showcasing our skills but also for future opportunities. We want it to be something we can use as a reference
Start
The<Script>
10:06PM


Start
The<Script>
10:06PM


The<Script> - Showcase 2025
The<Script>
Showcase '25
Home
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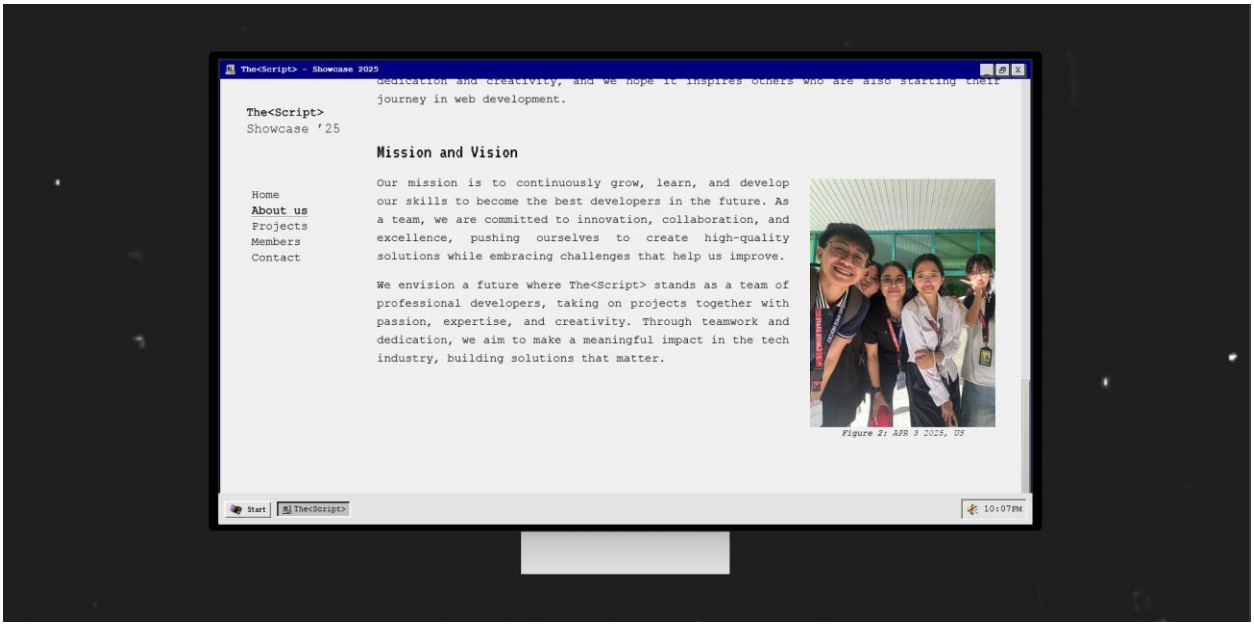
Contact
Figure 1. The<Script> Team Members
To build this portfolio, we used ReactJS, Tailwind CSS, and React Router. These tools helped us create a smooth, modern, and responsive design. This project reflects our dedication and creativity, and we hope it inspires others who are also starting their journey in web development.
Mission and Vision
Our mission is to continuously grow, learn, and develop our skills to become the best developers in the future. As a team, we are committed to innovation, collaboration, and excellence, pushing ourselves to create high-quality solutions while embracing challenges that help us improve.
We envision a future where The<Script> stands as a team of professional developers, taking on projects together with passion, expertise, and creativity. Through teamwork and dedication, we aim to make a meaningful impact in the tech
Start
The<Script>
10:06PM


The<Script> - Showcase 2025
journey in web development.
The<Script>
Showcase '25
Mission and Vision
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Contact
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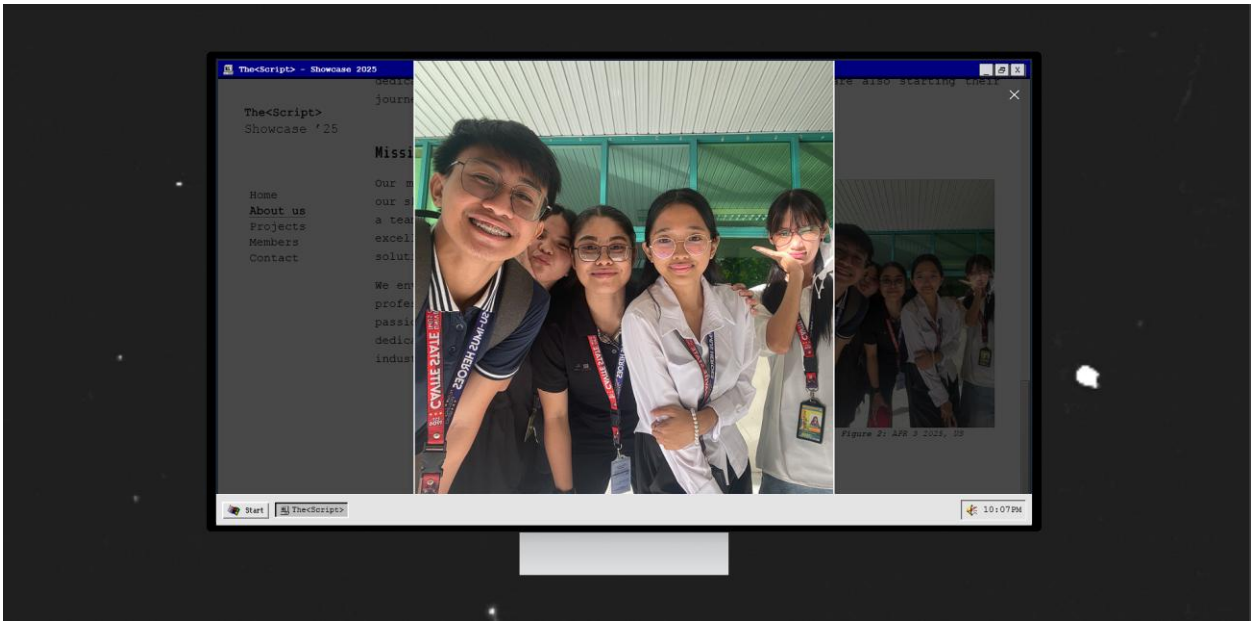
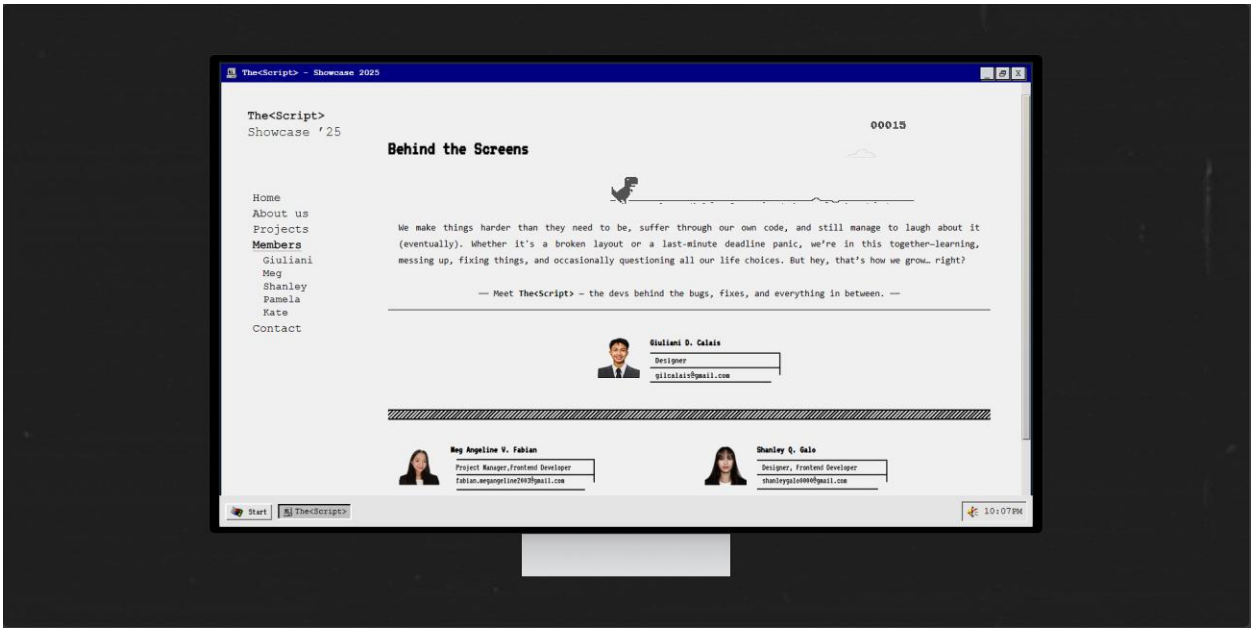
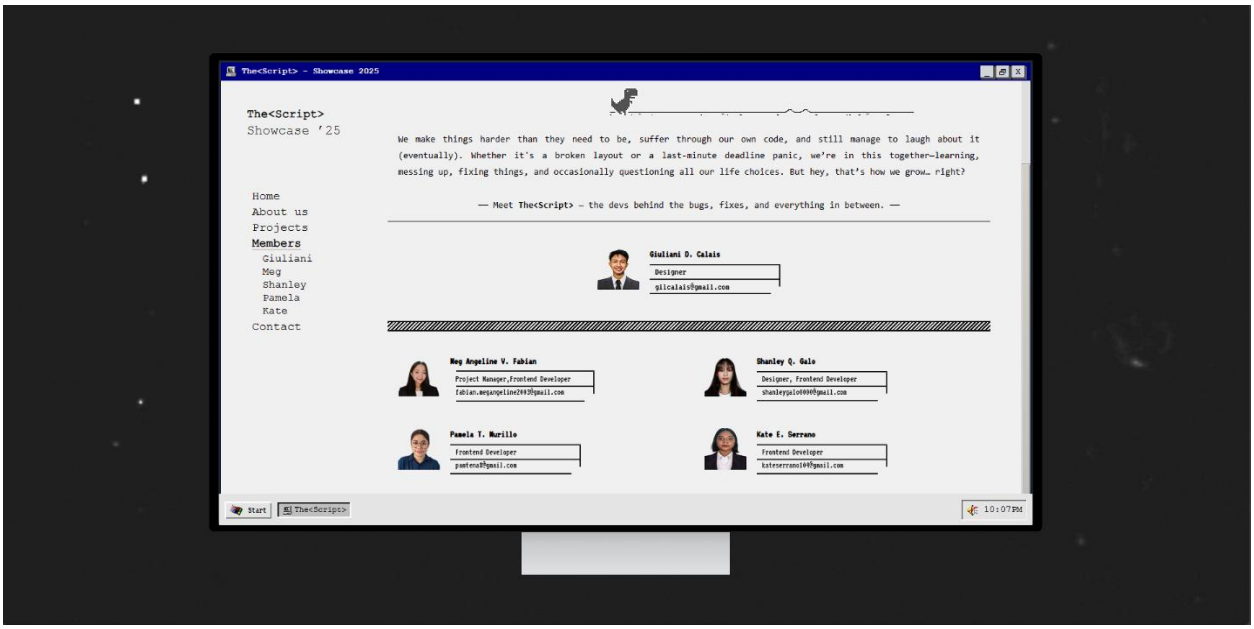
We envision a future where The<Script> stands as a team of professional developers, taking on projects together with passion, expertise, and creativity. Through teamwork and dedication, we aim to make a meaningful impact in the tech industry, building solutions that matter.
Figure 2: AFR 3 2025, US
Start
The<Script>
10:07PM



Team Members Section




The<Script> - Showcase 2025
The<Script>
Showcase '25
Home
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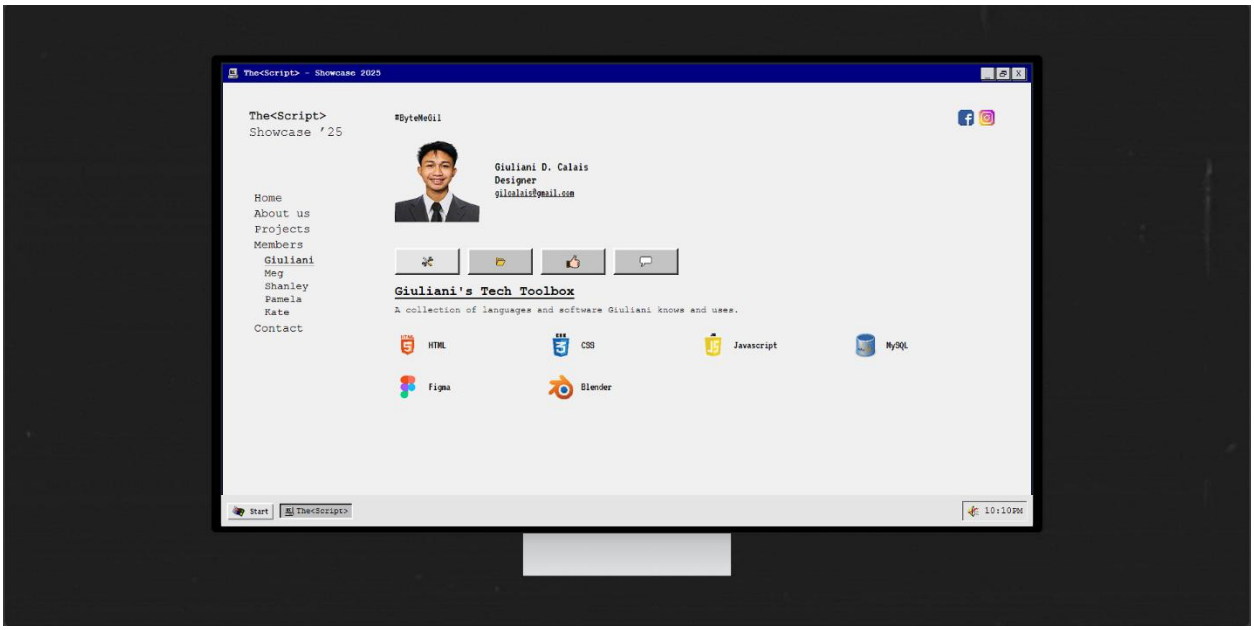
Giuliani
Meg
Shanley
Pamela
Kate
Contact
We make things harder than they need to be, suffer through our own code, and still manage to laugh about it (eventually). Whether it's a broken layout or a last-minute deadline panic, we're in this together—learning, messing up, fixing things, and occasionally questioning all our life choices. But hey, that's how we grow… right?
— Meet The<Script> – the devs behind the bugs, fixes, and everything in between. —
Giuliani D. Calais
Designer
gilcalais@gmail.com
Meg Angeline V. Fabian
Project Manager,Frontend Developer
Shanley Q. Galo
Designer, Frontend Developer
Pamela T. Murillo
Frontend Developer
Kate F. Serrano
Frontend Developer
Start
The<Script>
10:07PM


The<Script> - Showcase 2025
The<Script>
Showcase '25
Home
About us
Projects
Members
Giuliani
Meg
Shanley
Pamela
Kate
Contact
#ByteMeGil
Giuliani D. Calais
Designer
gilcalais@gmail.com
Giuliani's Tech Toolbox
A collection of languages and software Giuliani knows and uses.
HTML
CSS
Javascript
MySQL
Figma
Blender
Start
The<Script>
10:10PM


The<Script> - Showcase 2025
The<Script>
Showcase '25
#ByteMeGil
Giuliani D. Calais
Designer
gilcalais@gmail.com
Home
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Giuliani
Meg
Shanley
Pamela
Kate
Contact
Giuliani's Project Archives
The Script - Portfolio
Admission and Online Exam System
Enrollment System
Tic Tac Toe
Arduino Smart Coffee Machine
Start
The<Script>
10:10PM


The<Script> - Showcase 2025
The<Script>
Showcase '25
#ByteMeGil
Giuliani D. Calais
Designer
gilcalais@gmail.com
Home
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Giuliani
Meg
Shanley
Pamela
Kate
Contact
Fun Fact About Giuliani
Beyond coding, I'm probably spiking a volleyball, leveling up in video games, or serving as an altar server and youth facilitator at my church. You might also catch me volunteering at cleanup drives—saving the planet one trash bag at a time! Oh, and if there's coffee involved, consider me fully powered up, probably editing a podcast, video, or film while sipping away like a true caffeine-fueled creative.
Start
The<Script>
10:10PM


The<Script> - Showcase 2025
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Home
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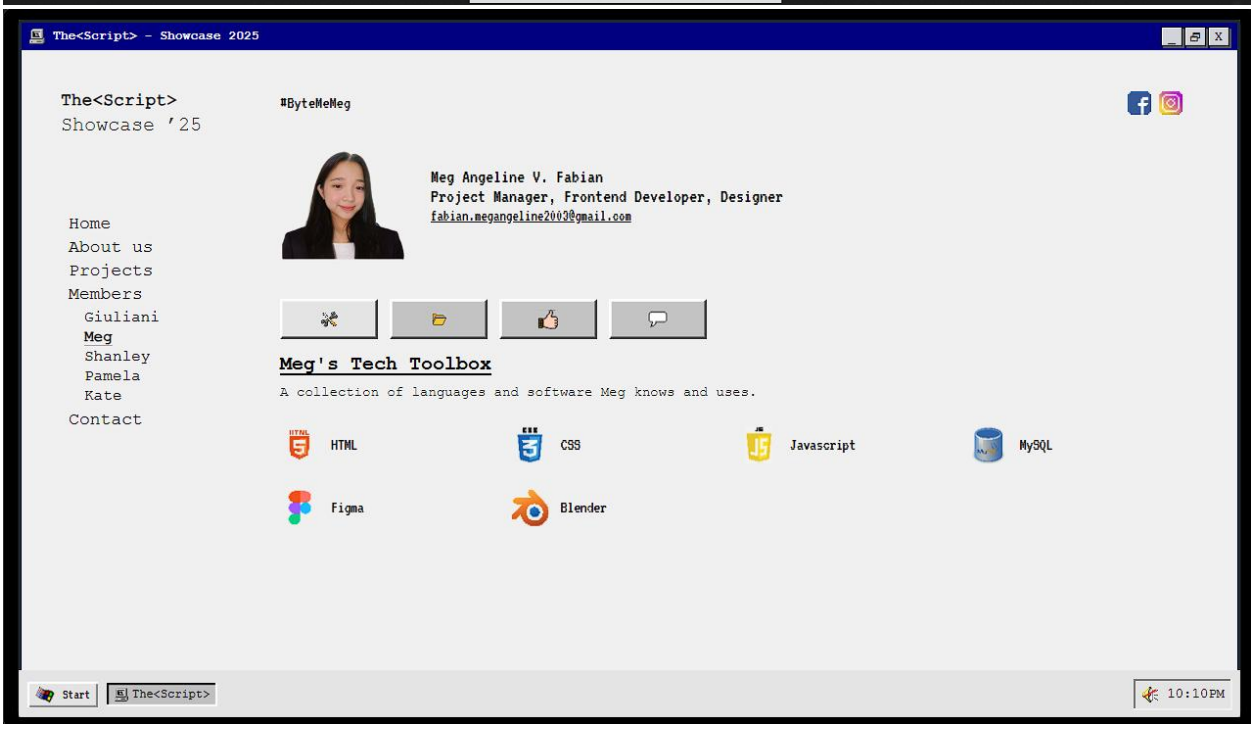
Kate
Contact
#ByteMeGil
Giuliani D. Calais
Designer
gilcalais@gmail.com
• Core Lines of The<Script>
"Brb, debugging my own thoughts."
Start
The<Script>
10:10PM


The<Script> - Showcase 2025
The<Script>
Showcase '25
Home
About us
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Members
Giuliani
Meg
Shanley
Pamela
Kate
Contact
#ByteMeMeg
Meg Angeline V. Fabian
Project Manager, Frontend Developer, Designer
fabian.megangeline2003@gmail.com
Meg's Tech Toolbox
A collection of languages and software Meg knows and uses.
HTML
CSS
Javascript
MySQL
Figma
Blender
Start
The<Script>
10:10PM


The<Script> - Showcase 2025
The<Script>
Showcase '25
#ByteMeMeg
Meg Angeline V. Fabian
Project Manager, Frontend Developer, Designer
fabian.megangeline2003@gmail.com
Home
About us
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Shanley
Pamela
Kate
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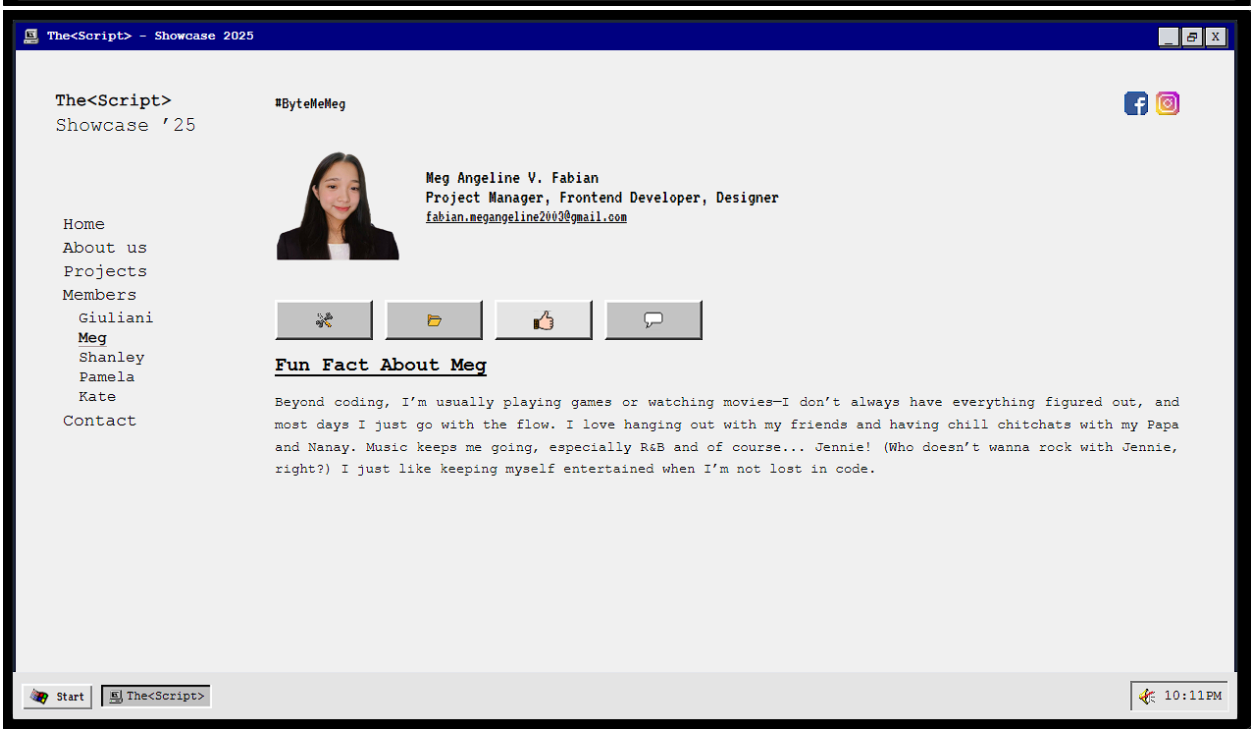
Meg's Project Archives
The Script - Portfolio
Tea Spillers
ATM System - Java
Admission and Online Exam System
Enrollment System
TikTok Mockup
Espresso Markup Squad
Tic Tac Toe
Arduino Smart Coffee Machine
Start
The<Script>
10:11PM


The<Script> - Showcase 2025
The<Script>
Showcase '25
#ByteMeMeg
Meg Angeline V. Fabian
Project Manager, Frontend Developer, Designer
fabian.megangeline2003@gmail.com
Home
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Shanley
Pamela
Kate
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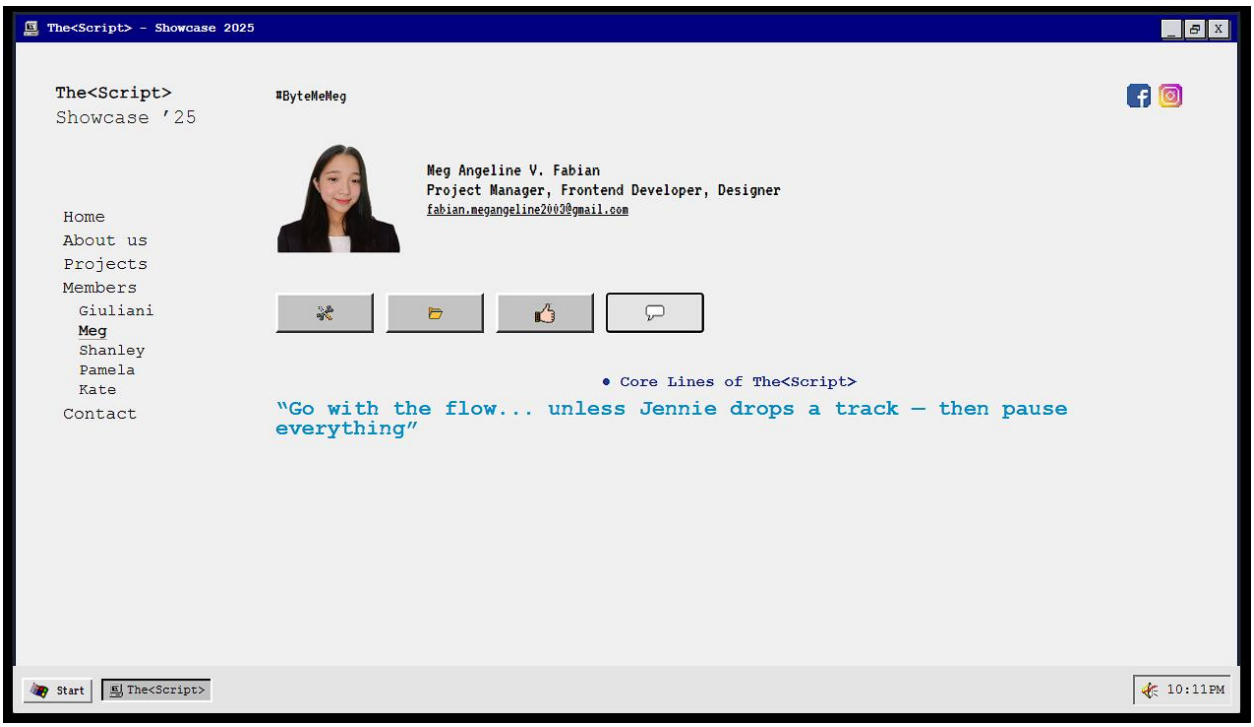
Fun Fact About Meg
Beyond coding, I'm usually playing games or watching movies—I don't always have everything figured out, and most days I just go with the flow. I love hanging out with my friends and having chill chitchats with my Papa and Nanay. Music keeps me going, especially R&B and of course... Jennie! (Who doesn't wanna rock with Jennie, right?) I just like keeping myself entertained when I'm not lost in code.
Start
The<Script>
10:11PM


The<Script> - Showcase 2025
The<Script>
Showcase '25
#ByteMeMeg
Meg Angeline V. Fabian
Project Manager, Frontend Developer, Designer
fabian.megangeline2003@gmail.com
Home
About us
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Giuliani
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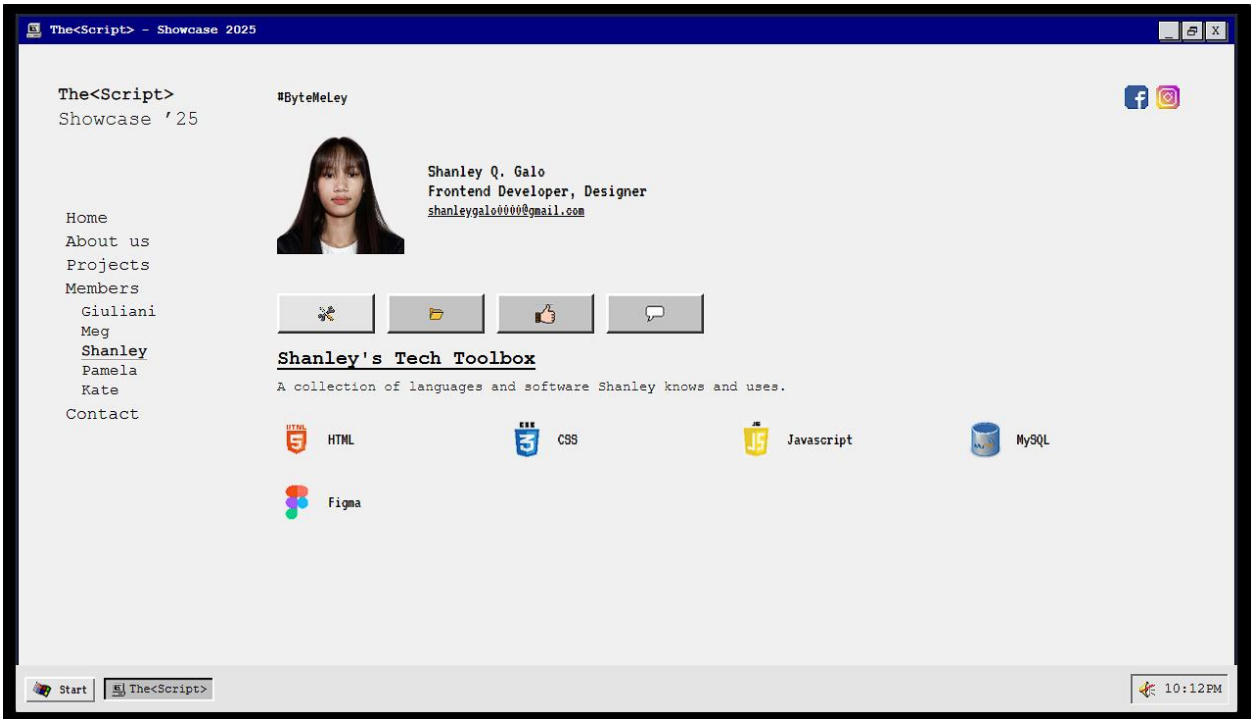
Kate
Contact
• Core Lines of The<Script>
"Go with the flow... unless Jennie drops a track — then pause everything"
Start
The<Script>
10:11PM


The<Script> - Showcase 2025
The<Script>
Showcase '25
#ByteMeLey
Shanley Q. Galo
Frontend Developer, Designer
shanleygalo0000@gmail.com
Home
About us
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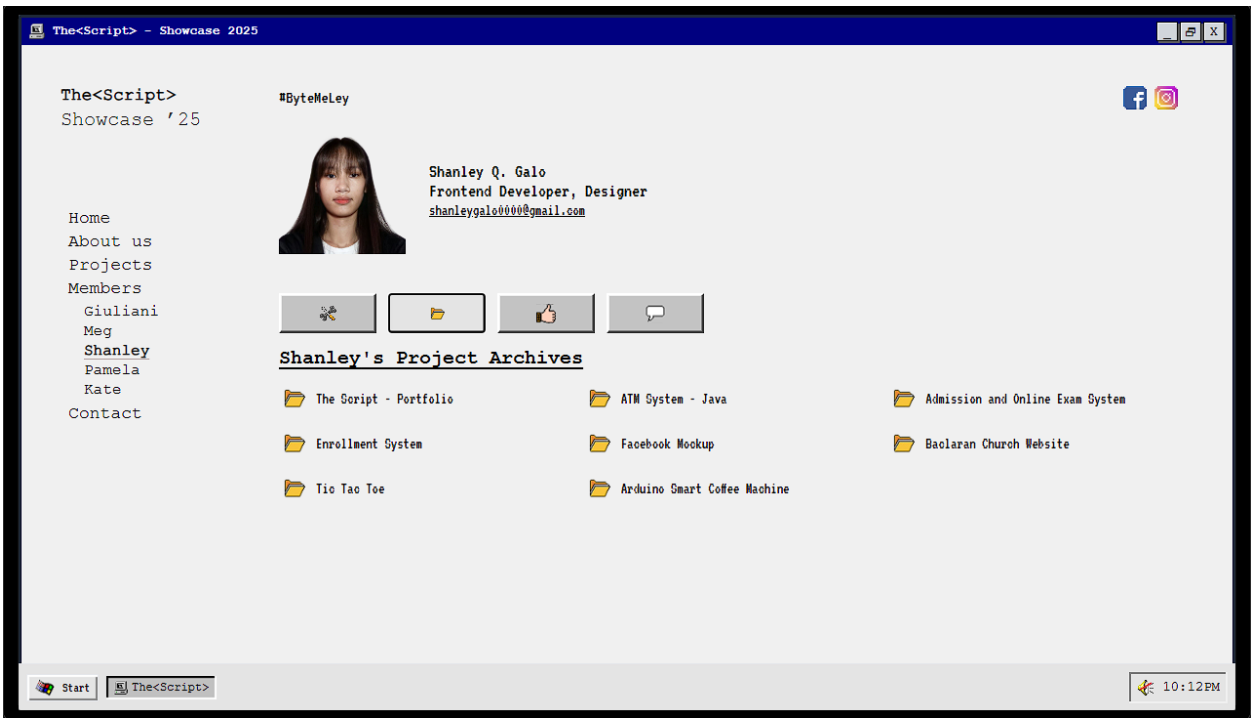
Meg
Shanley
Pamela
Kate
Contact
Shanley's Tech Toolbox
A collection of languages and software Shanley knows and uses.
HTML
CSS
Javascript
MySQL
Figma
Start
The<Script>
10:12PM


The<Script> - Showcase 2025
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#ByteMeLey
Home
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Shanley Q. Galo
Frontend Developer, Designer
shanleygalo0000@gmail.com
Shanley's Project Archives
The Script - Portfolio
ATM System - Java
Admission and Online Exam System
Enrollment System
Facebook Mockup
Baclaran Church Website
Tic Tac Toe
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#ByteMeLey
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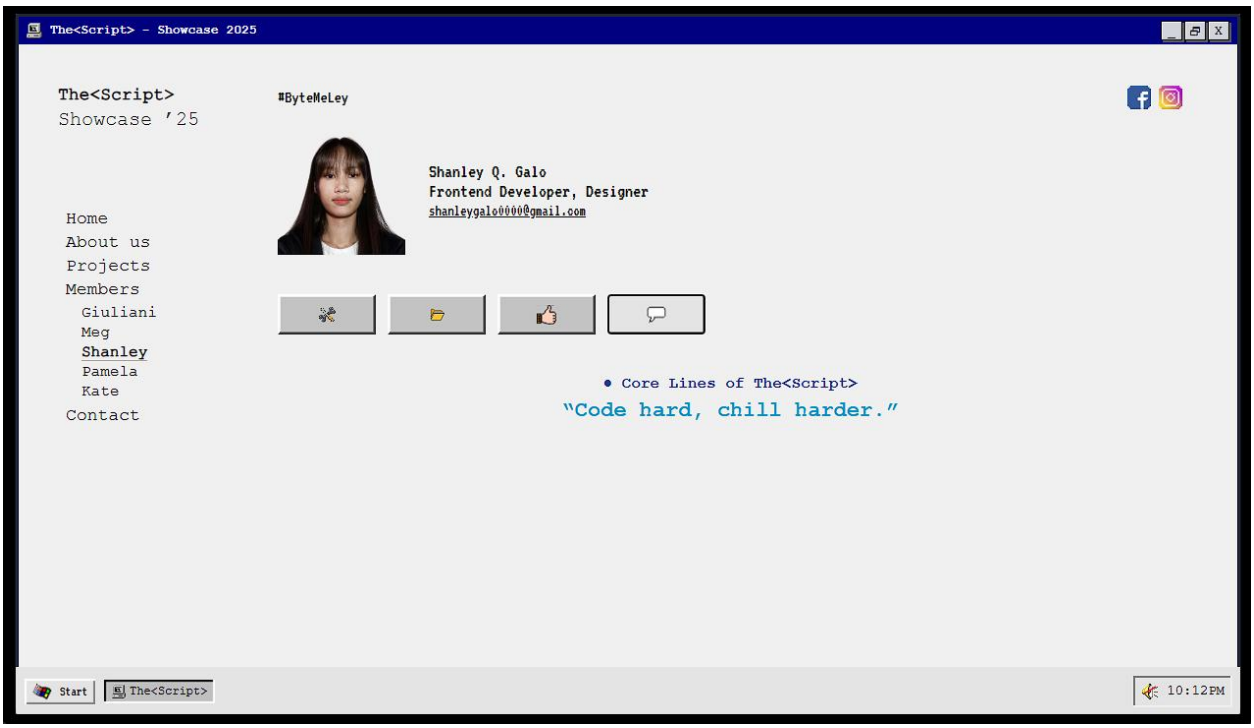
Contact
Shanley Q. Galo
Frontend Developer, Designer
shanleygalo0000@gmail.com
Fun Fact About Shanley
Beyond coding, I love watching anime and old films or series. I enjoy relaxing and taking my time—doing things that make me feel calm and happy. At home, I'm just a regular daughter who helps with house chores. I also really enjoy spending time with my nieces and nephew. Playing with them always makes me smile. Coding/Studying is my responsibilities, but these little moments are what keep me balanced and happy.
Start
The<Script>
10:12PM


The<Script> - Showcase 2025
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Kate
Contact
#ByteMeLey
Shanley Q. Galo
Frontend Developer, Designer
shanleygalo0000@gmail.com
• Core Lines of The<Script>
"Code hard, chill harder."
Start
The<Script>
10:12PM


The<Script> - Showcase 2025
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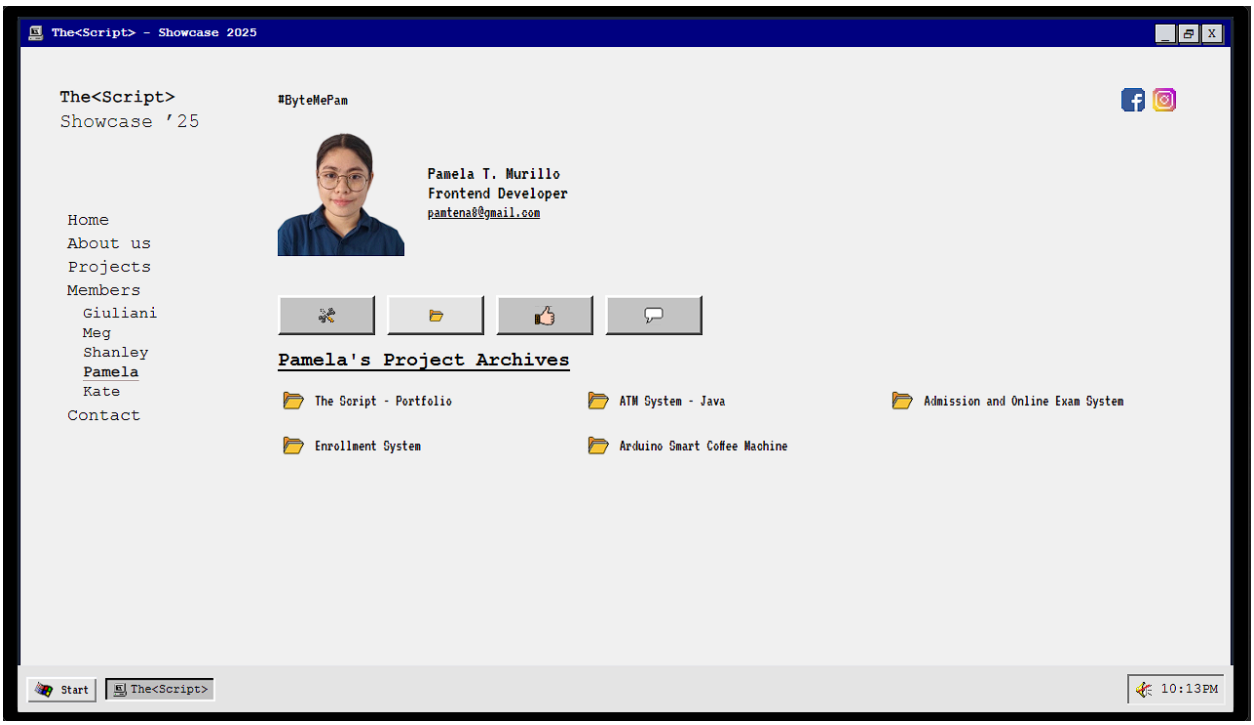
Kate
Contact
#ByteMePam
Pamela T. Murillo
Frontend Developer
pamtena8@gmail.com
Pamela's Tech Toolbox
A collection of languages and software Pamela knows and uses.
HTML
CSS
Javascript
MySQL
Figma
Start
The<Script>
10:12PM


The<Script> - Showcase 2025
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#ByteMePam
Pamela T. Murillo
Frontend Developer
pamtena8@gmail.com
Pamela's Project Archives
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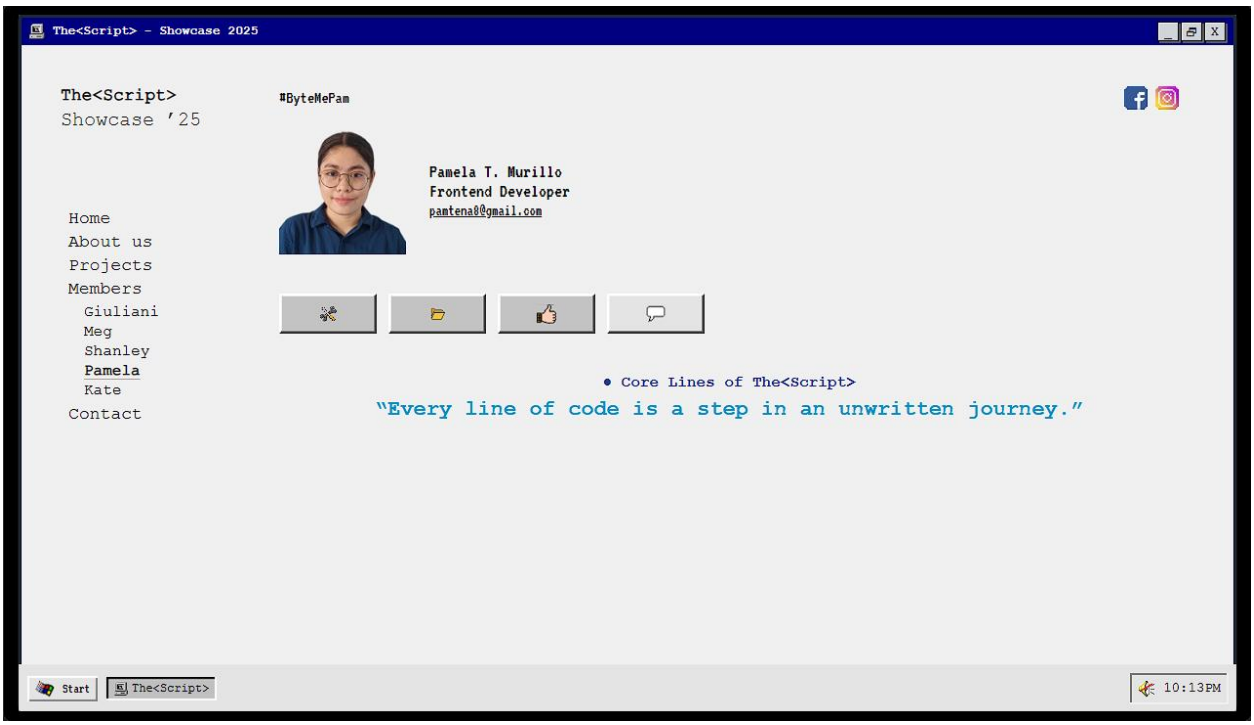
#ByteMePam
Pamela T. Murillo
Frontend Developer
pamtena8@gmail.com
Fun Fact About Pamela
Beyond coding, I'm all about sports—I love playing basketball, volleyball, and billiards. I also enjoy gaming and vibing to music, especially OPM (BINI supremacy!). On Sundays, you'll probably find me at church recharging my spirit. I'm always up for a nature trip or a random adventure, but I also really value my alone time. Being home by myself lets me do my thing and tidy up in peace. Movie nights and food trips with family and friends are some of my favorite ways to unwind. I also make time for morning jogs—and sometimes in the afternoon too, just to catch that golden hour. There's something about watching the sunrise or sunset that makes me feel totally free and at peace.
Start
The<Script>
10:13PM


The<Script> - Showcase 2025
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Pamela
Kate
Contact
#ByteMePam
Pamela T. Murillo
Frontend Developer
pamtena8@gmail.com
• Core Lines of The<Script>
"Every line of code is a step in an unwritten journey."
Start
The<Script>
10:13PM


The<Script> - Showcase 2025
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#ByteMeKate
Kate Serrano
Frontend Developer
kateserrano104@gmail.com
Kate's Tech Toolbox
A collection of languages and software Kate knows and uses.
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The<Script>
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The<Script> - Showcase 2025
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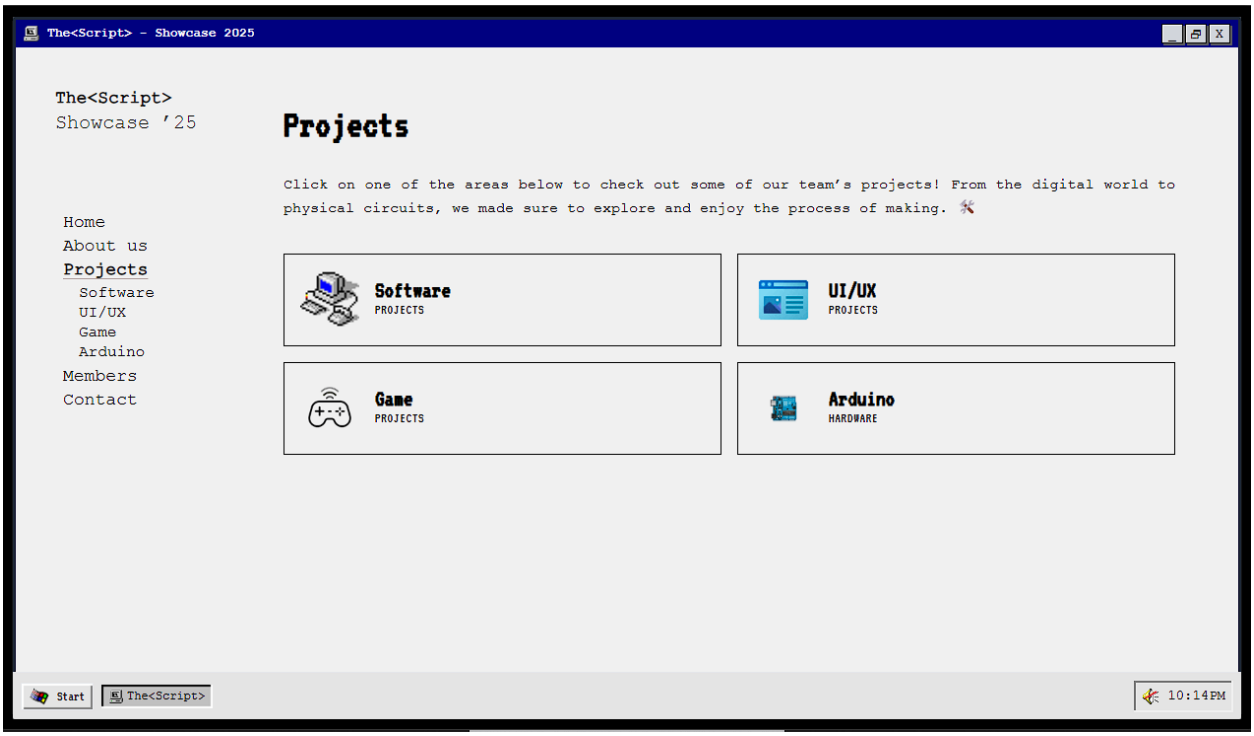
Meg
Shanley
Pamela
Kate
Contact
#ByteMeKate
Kate Serrano
Frontend Developer
kateserrano104@gmail.com
Fun Fact About Kate
Beyond coding, I enjoy exploring new activities for entertainment—whether it's creating content on TikTok, playing games, or going on early morning rides at dawn. As someone who loves trying out new experiences, I'm always on the lookout for fun and refreshing ways to spend my free time. Additionally, nasa page po ni giul
Start
The<Script>
10:14PM

Projects Section



The<Script> - Showcase 2025

The<Script>
Showcase '25

- Home
- About us
- Projects
  - Software
  - UI/UX
  - Game
  - Arduino
- Members
- Contact

Software

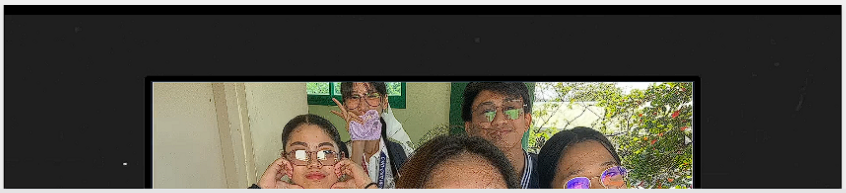
Projects

Below are some of the software projects our team developed during the last semester as part of our academic coursework.

The<script> Portfolio

the<script>.vercel.app is our team's portfolio site — the one you're viewing right now! This project was built as part of our Web Systems & Technologies 2 midterm. It's fully inspired by the classic Windows 95 look, and includes animated UI, retro assets, and project windows to simulate an old-school OS.

It was built using ReactJS, TailwindCSS, and a lot of pixel-perfect CSS. We started this around early April and developed it collaboratively using GitHub. We focused on making it responsive, modular, and retro-accurate — all for the love of tech and nostalgia!



Start | The<Script> | 10:14PM

The<Script> - Showcase 2025

The<Script>
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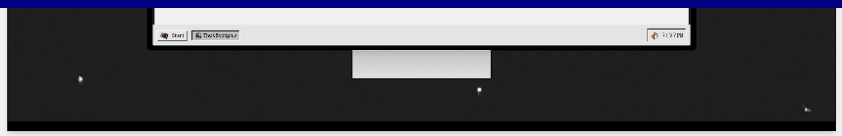

Figure 1: A preview of our team's retro-inspired portfolio interface.

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This portfolio represents more than just a class requirement — it reflects our creativity, teamwork, and appreciation for web history. From designing pixel-perfect icons to building reusable components, this site is a passion project that showcases who we are as developers and as a team.

Links:

- [OS Site] - The<Script>.com
- [Github Repository] - The<Script> Repository

the<script>.com was a meaningful opportunity for our team to apply everything we've learned — from version control to UI/UX design, and frontend development using modern frameworks. Through collaboration, trial-and-error, and a shared love for nostalgic aesthetics, we brought this digital showcase to life. We hope you enjoy exploring it as much as we enjoyed building it.

Tea Spillers - Python GUI

The Tea Spillers is a simple billing system made using Python and Tkinter for the GUI (graphical user interface). Users can order from a menu and choose their customer status — student, senior, or regular. Each type gets a different discount. For payment, they can pay using cash or e-wallet like

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Tea Spillers - Python GUI

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Links:

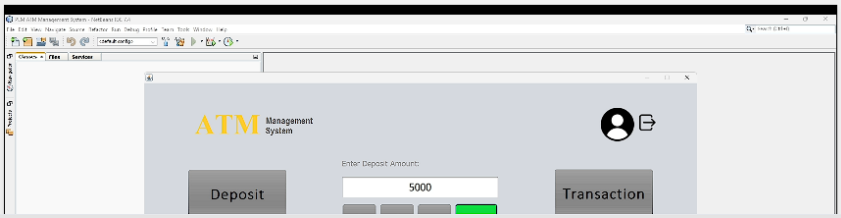
- [Youtube] – Demo Link
- [Github Repository] – Tea Spillers Repository

While it's not super advanced, it shows how even small systems can help make everyday tasks like ordering and billing easier and more organized.

PLM ATM Management System

The ATM system is a self-service machine that allows people to do different banking tasks like withdrawing cash, depositing money, checking account balances, transferring money, and paying bills, all without needing to talk to a bank teller.

This system is built using the Java's Graphical User Interface (GUI) framework, which makes it secure and reliable. Java helps the ATM handle many transactions safely, with features like data protection and PIN verification to keep everything secure.



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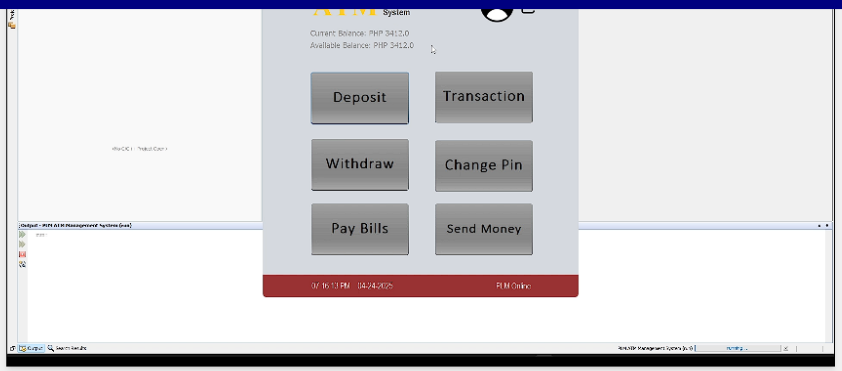

Figure 3: A preview of our team's ATM Management System.

Links:

- [YouTube] - ATM Management System - Demo
- [Github Repository] - ATM Management System Repository

The ATM System project was an exciting chance for our team to put all our skills to the test, from coding with Java to designing secure and user-friendly interfaces.

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Integrated Online Admission and Examination System

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This is a system that helps schools or colleges manage student admissions and exams online. It allows students to apply, take entrance exams, and be monitored during the test to make sure they are not cheating—all using a computer or mobile device. Everything is done in one platform to make the process easy and secure.

The Integrated Online Admission and Examination System was built using PHP, HTML, CSS, and SQL. It handles everything from student registration to secure online exams, all in one platform.

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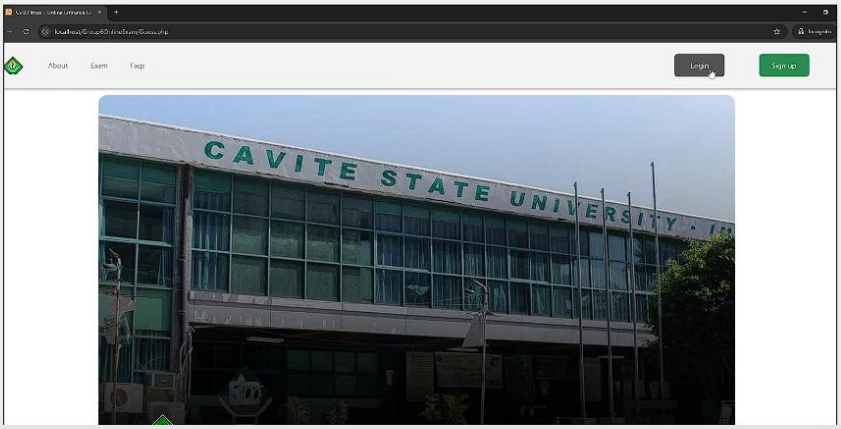

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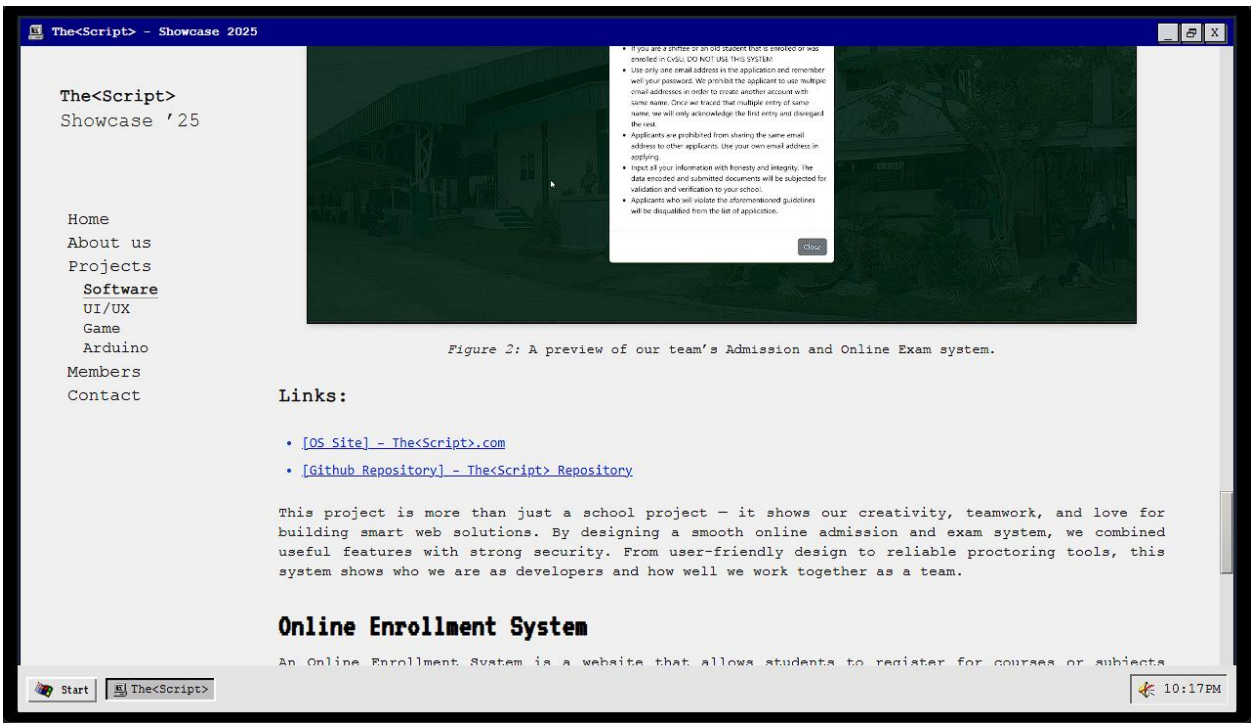


Figure 2: A preview of our team's Admission and Online Exam system.

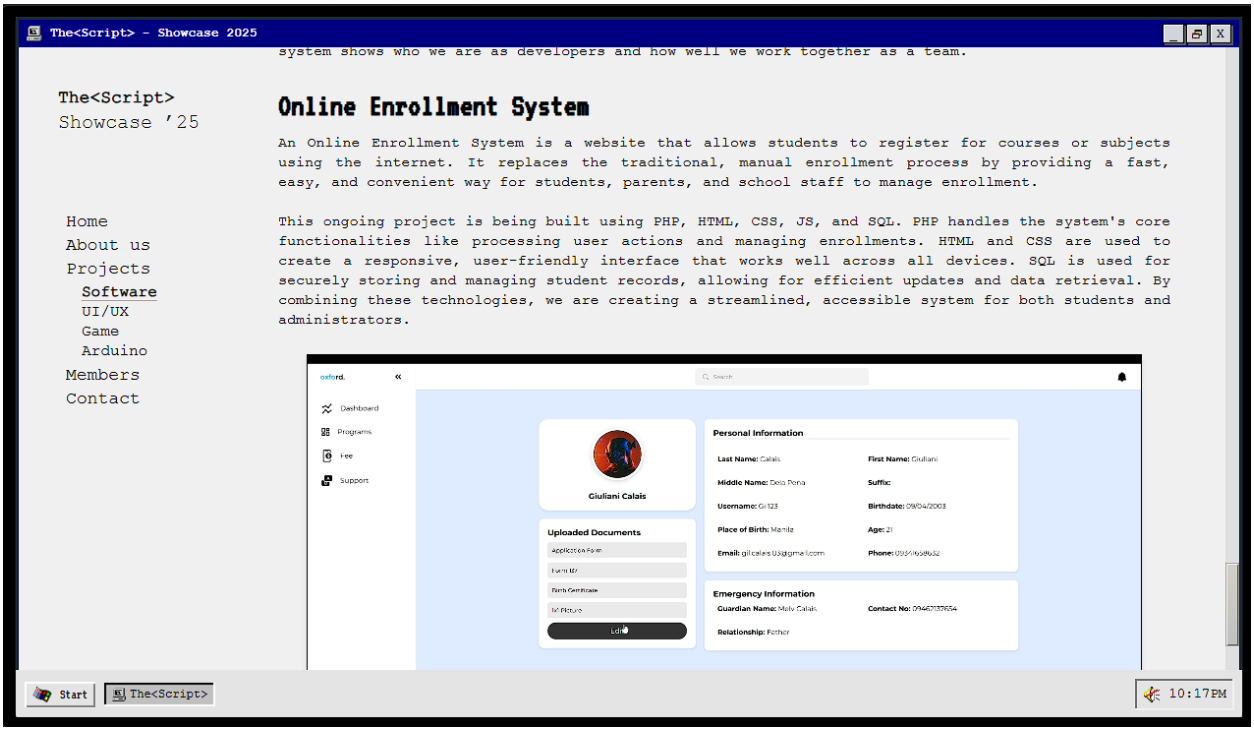
Links:

- [OS Site] - The<Script>.com
- [Github Repository] - The<Script> Repository

This project is more than just a school project — it shows our creativity, teamwork, and love for building smart web solutions. By designing a smooth online admission and exam system, we combined useful features with strong security. From user-friendly design to reliable proctoring tools, this system shows who we are as developers and how well we work together as a team.

Online Enrollment System

An Online Enrollment System is a website that allows students to register for courses or subjects



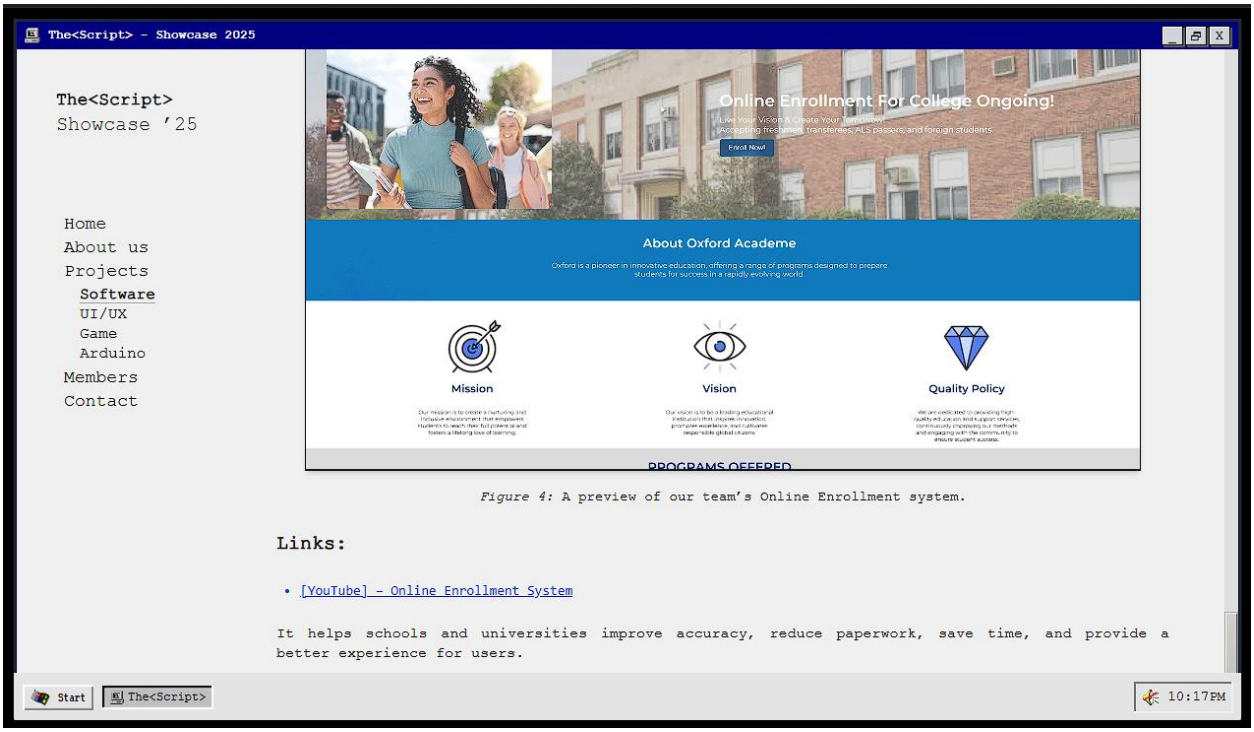
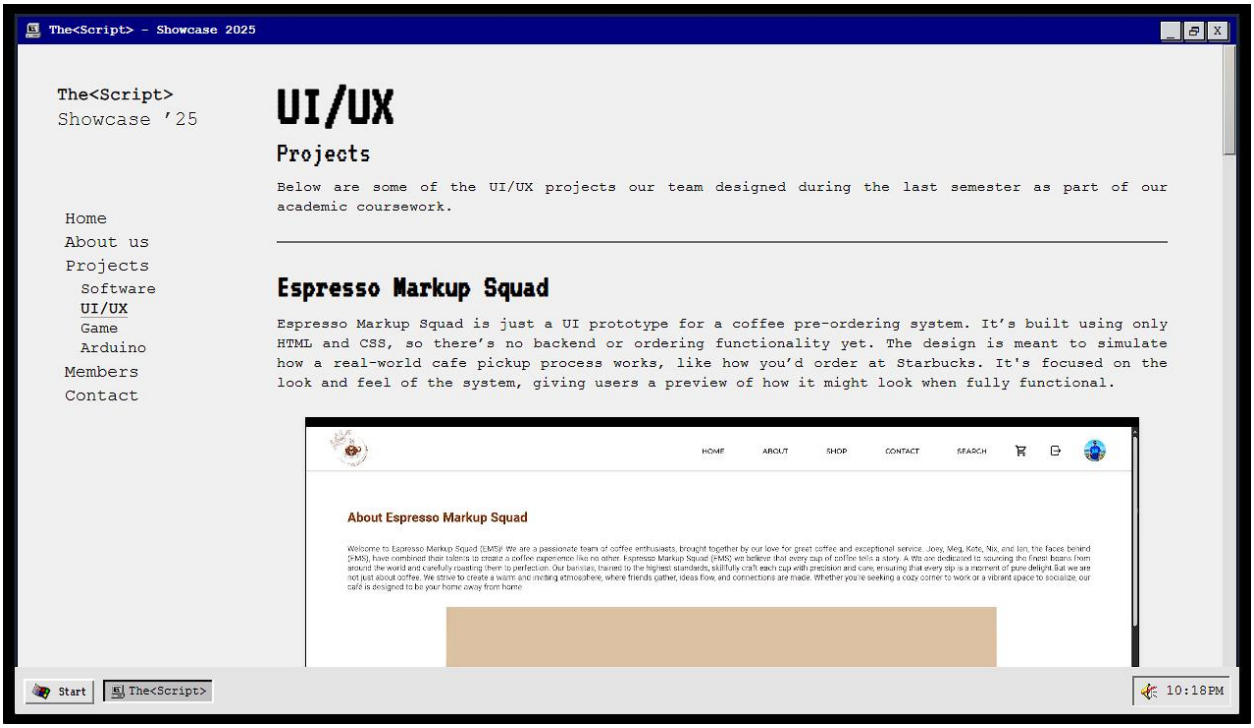


Figure 4: A preview of our team's Online Enrollment system.



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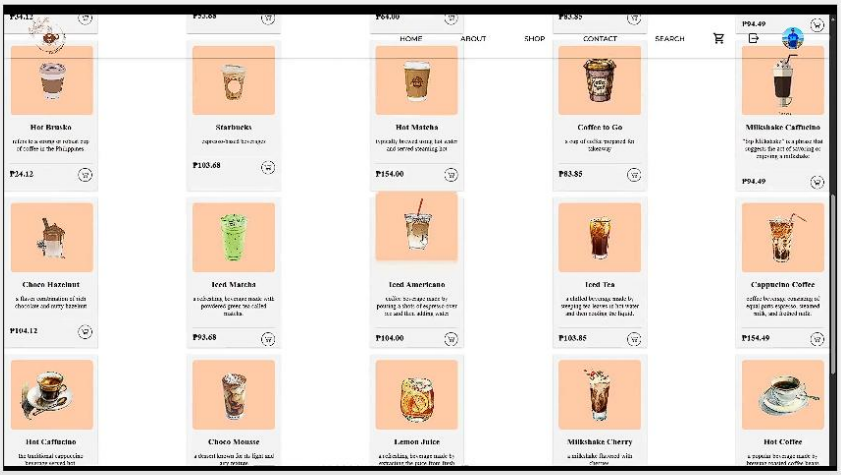
Espresso Markup Squad

Espresso Markup Squad is just a UI prototype for a coffee pre-ordering system. It's built using only HTML and CSS, so there's no backend or ordering functionality yet. The design is meant to simulate how a real-world cafe pickup process works, like how you'd order at Starbucks. It's focused on the look and feel of the system, giving users a preview of how it might look when fully functional.



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Tiktok Mockup

This mockup represents the user interface design of a TikTok website version. It features a clean, modern, and visually engaging layout that mirrors the popular TikTok mobile app experience, adapted for desktop viewing.

The project was created using only HTML and CSS, providing a simple yet effective representation of Tiktok's design and user interaction elements in a desktop environment.

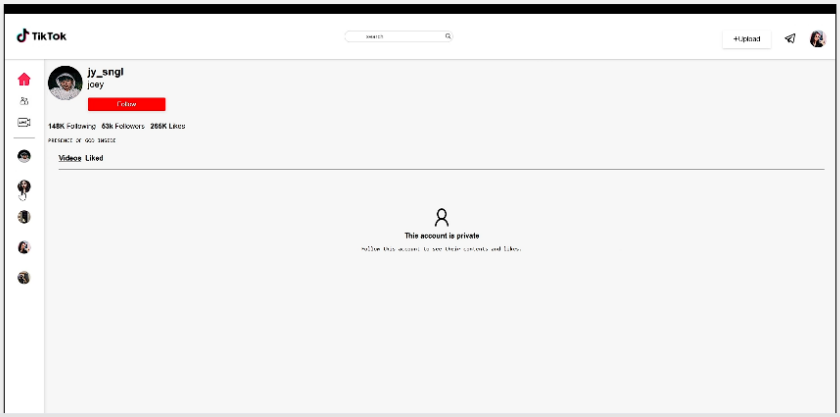

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Figure 2: A preview of our team's Tiktok Mockup.

Links:

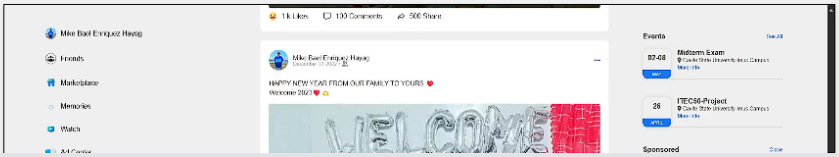
- [Github Repository] - TikTok Repository

Creating this TikTok website mockup was an exciting project for our team to apply everything we've learned — from frontend development to design principles and responsive layout techniques. Through teamwork, experimenting with different design elements, and a focus on creating a seamless user experience, we were able to bring this vision to life.

Facebook Mockup

The Facebook Mockup is a group project designed to represent Facebook's desktop view. It showcases the user interface and functionality of Facebook, focusing on a layout similar to what users typically experience when using the platform on a desktop computer.

The project was created using only HTML and CSS, providing a simple yet effective representation of Facebook's design and user interaction elements in a desktop environment.



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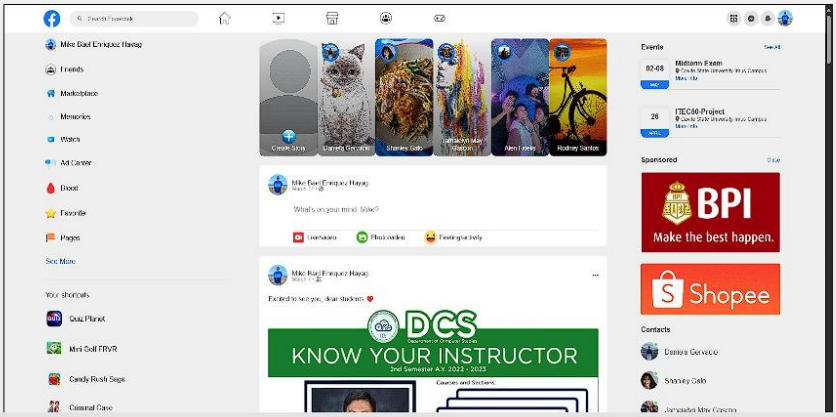

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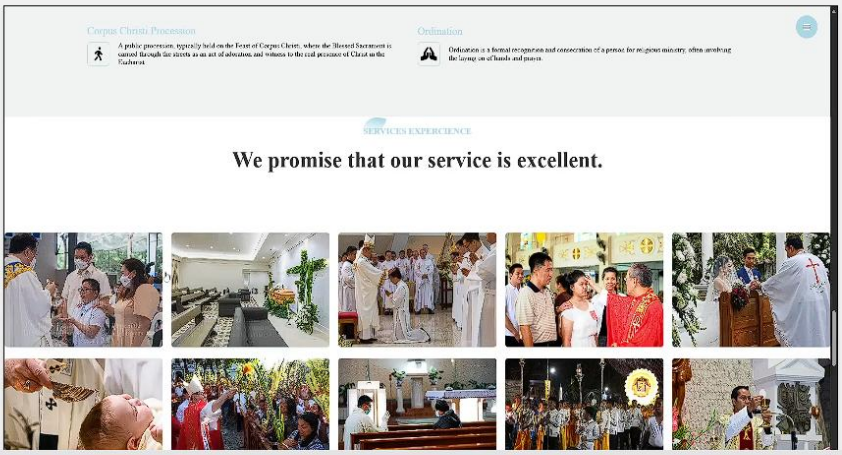
Church Website

A simple and static website for Baclaran Church, created as a group project using only HTML and CSS. The site presents essential information about the church, such as its background, services, and contact details. This project highlights basic web development skills and teamwork in building a clean, informative church website.



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Console Game

Projects

Below are some of the console game projects our team developed during the last semester as part of our academic coursework.

Tic Tac Toe

This is a basic two-player game played in the console. The program begins with a welcome message, followed by a brief delay and gameplay instructions. Players then enter their names, and the game starts with a message and good luck wish. Player 1 (X) goes first, followed by Player 2 (O), with a delay between turns. The game continues until one player wins or it's a draw. After the game ends, the score is shown and players can choose to play again or exit.

We used the C++ programming language to develop the Tic Tac Toe console game. With C++, we were able to handle user input, display the game board, manage player turns, and implement game logic like checking for a winner or a draw.

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to handle user input, display the game board, manage player turns, and implement game logic like checking for a winner or a draw.

Figure 9: A preview of our team's Tic Tac Toe game in the console.

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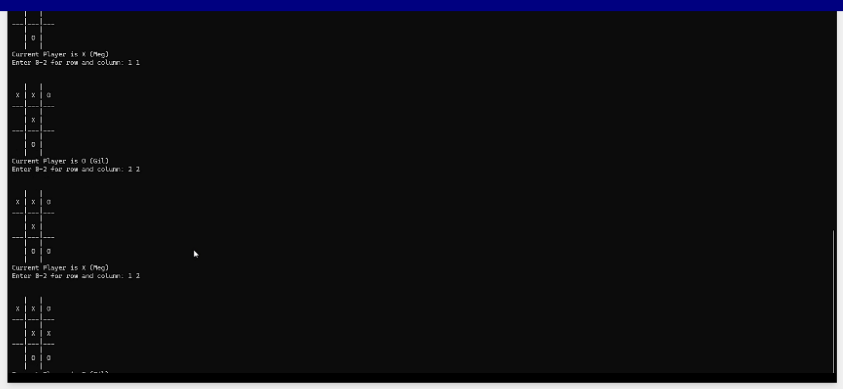

Figure 9: A preview of our team's Tic Tac Toe game in the console.

Links:

- [YouTube] - Tic Tac Toe - Demo
- [Github Repository] - Tic Tac Toe - Repository

We worked on making the game easy to play but still fun and challenging. We tried to make sure the game was simple while also adding some interesting parts to keep players engaged. Throughout the process, we balanced creativity with logic, refining the gameplay mechanics and interface.

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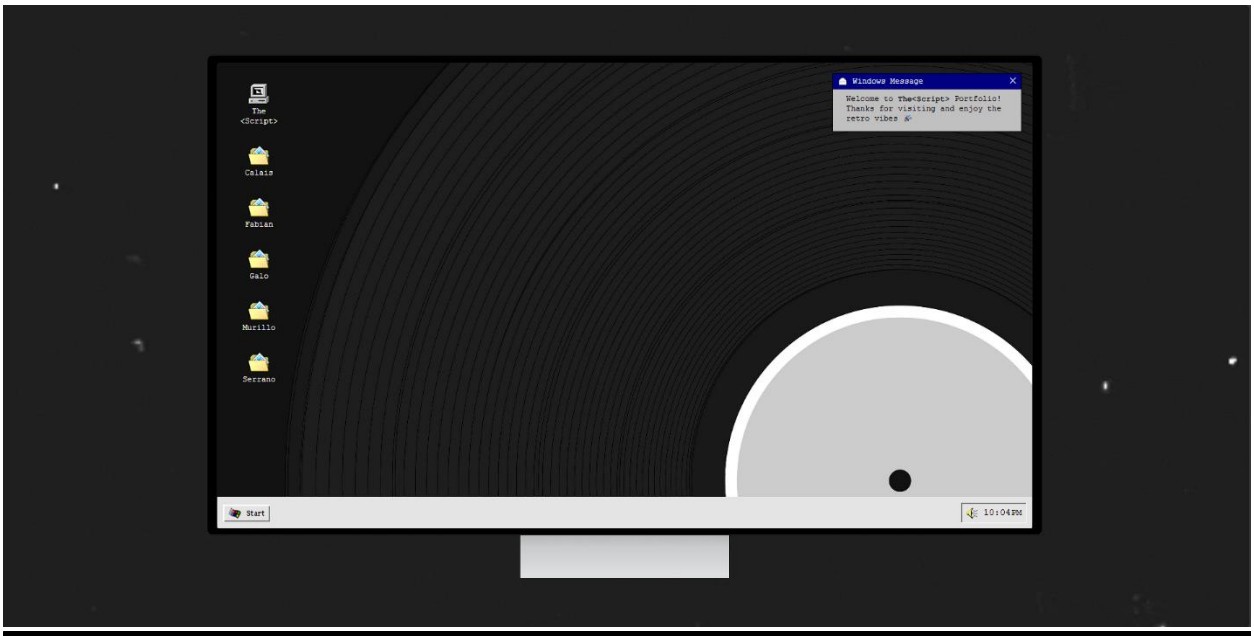
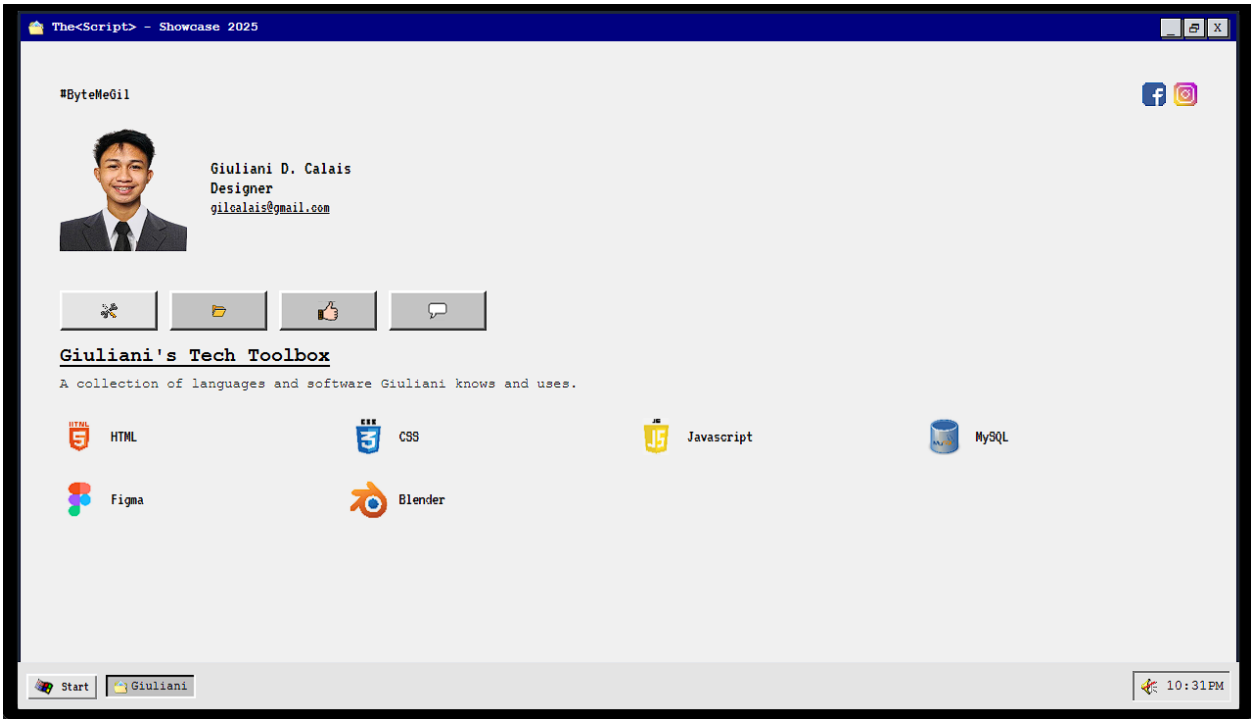
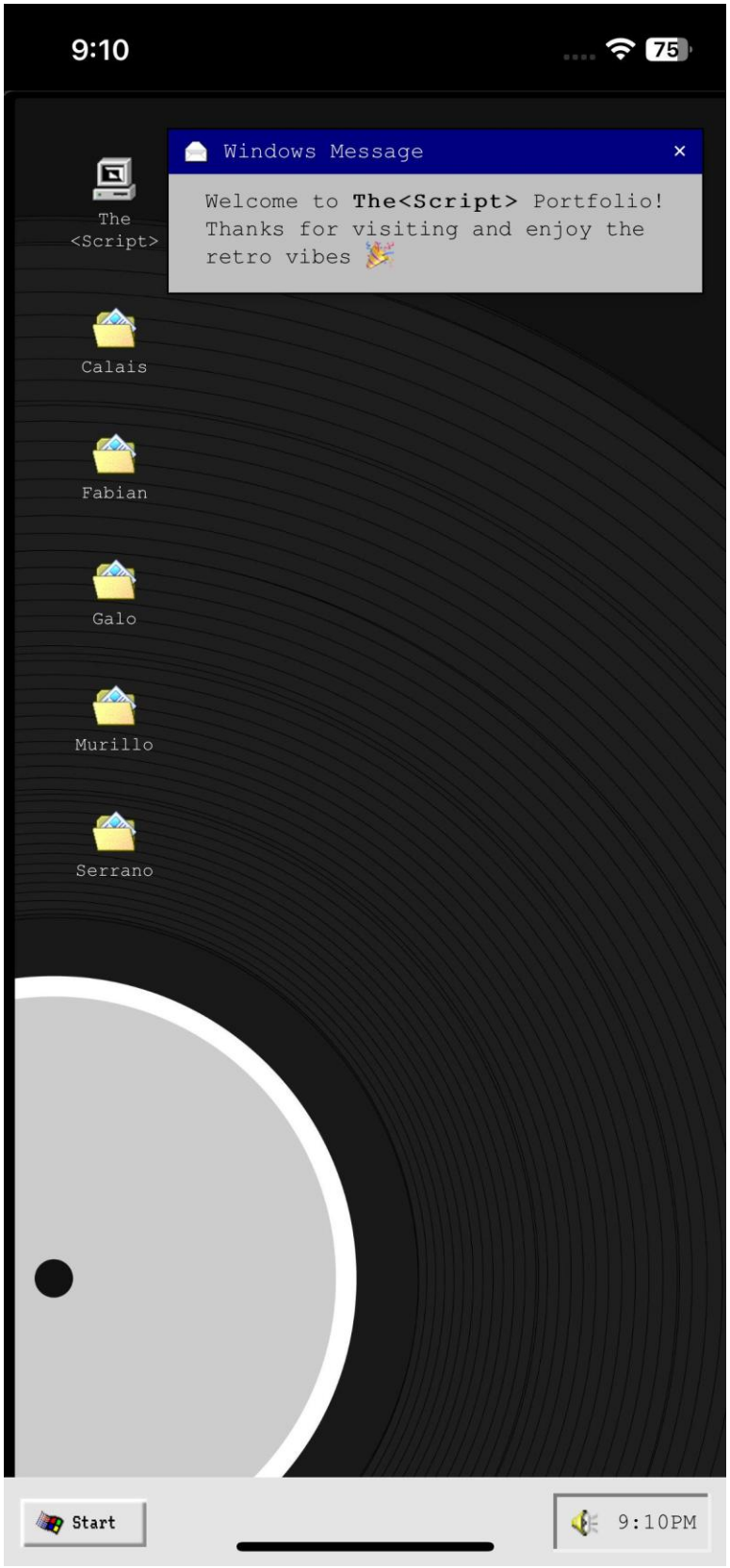
Responsive Design Test

Desktop View





Mobile View


9:10
75
Windows Message
Welcome to The<Script> Portfolio!
Thanks for visiting and enjoy the
retro vibes
The
<Script>
Calais
Fabian
Galo
Murillo
Serrano
Start
9:10PM

9:05

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#ByteMeGil

Giuliani D. Calais

Designer

gilcalais@gmail.com

Giuliani's Tech Toolbox

A collection of languages and software Giuliani knows and uses.

HTML

CSS

Javascript

MySQL

Figma

Blender

© 2025 The<Script>

Start

Giuliani

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React Syntax Dictionary (Project-Based)

Functional Component with Props

```
import React from "react";

const DesktopIcon = ({ icon, label }) => {
  return (
    <div className="flex flex-col items-center w-[60px] cursor-pointer">
      <img src={icon} alt={label} className="w-[24px] h-[24px] mb-1" />
      <span className="text-center text-[10px] text-white">{label}</span>
    </div>
  );
};

export default DesktopIcon;
```

Using `useState` Hook for Tab Switching

```
import React, { useState } from "react";

const ScriptWindow = () => {
  const [activeTab, setActiveTab] = useState('home');

  return (
    <div>
      {activeTab === 'home' ? <Home /> : <Projects />}
    </div>
  );
};

export default ScriptWindow;
```

Using `useRef` for System Sounds and Forms

```
import React, { useRef } from "react";

const Contact = () => {
  const form = useRef();

  const handleSubmit = (e) => {
    e.preventDefault();
```

```
    emailjs.sendForm('serviceID', 'templateID', form.current, 'publicKey');
  };

  return <form ref={form} onSubmit={handleSubmit}>...</form>;
};
```

Using `useEffect` for Side Effects (Typing, Clock, Startup)

```
import React, { useEffect } from "react";

useEffect(() => {
  const timer = setInterval(() => {
    setTime(new Date().toLocaleTimeString());
  }, 1000);

  return () => clearInterval(timer);
}, []);
```

Dynamic Window Rendering with `map()`

```
const [apps, setApps] = useState([
  { id: 'meg', title: 'Meg', isOpen: true, component: <Meg /> },
  { id: 'kate', title: 'Kate', isOpen: false, component: <Kate /> },
]);

{apps.map(app =>
  app.isOpen && (
    <WindowApp key={app.id} icon={app.icon} title={app.title}>
      {app.component}
    </WindowApp>
  )
)}
```