# ICT PROJECT REPORT



## Design, Manage, and Publish
## A Website Using GitHub

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**Class/Section:** BSIT – 1B

# Table of Contents

# Indoor Gaming/Sports Arena Website

## 1. *Introduction*

This project is a web-based application titled Sports Arena Booking System, created using HTML, CSS, and JS. The purpose of this website is to offer users an easy platform to explore different sports facilities and book their desired games online. The system features multiple web pages, including a homepage, about page, gallery, booking form, and a booking table page. All changes during development were continuously pushed to a GitHub repository, allowing version tracking, collaboration, and online deployment using GitHub Pages.

## 2. *Objective*

**The main goals of the project are:**

- To create a responsive and user-friendly website for sport activity booking.

- To display real sports facilities through a gallery section.

- To capture booking requests using a form page.

- To track the full development process with GitHub repository updates.

- To Deploy Website Using GitHub Pages.

## 3. *Tools Used:*

| Category | Technology |
|---|---|
| Development | HTML5, CSS3, JavaScript |
| Version Control | Git & GitHub |
| Deployment | GitHub Pages |

## 4. *Website Structure:*

### 4.1 Homepage (index.html)

- Acts as the landing page.

- Contains navigation links to About, Gallery, Booking Form & Table.

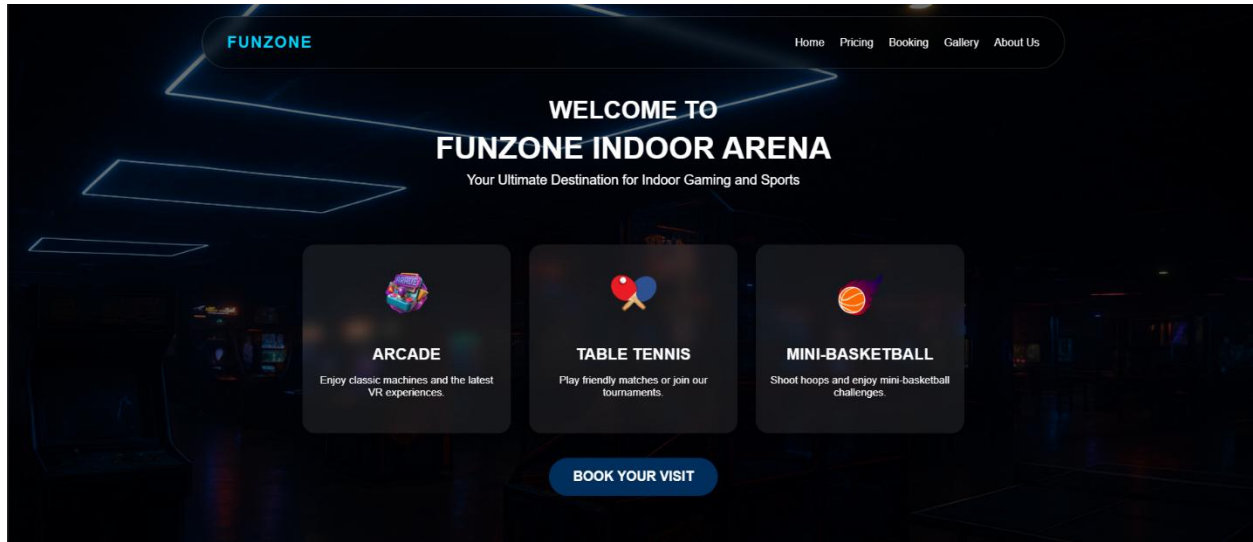- Uses style.css for layout, hero banner background (arena.png), and responsive UI.

*Figure 1 : Homepage*

## 4.2  Pricing Page (pricing.html)

- Displays pricing information for all available activities.

- Displays pricing information for Different membership plans.

- All Pricing Cards Connected to Booking Page.

- Styled using **pricing.css**.

- Gives users a clear idea of charges before booking.
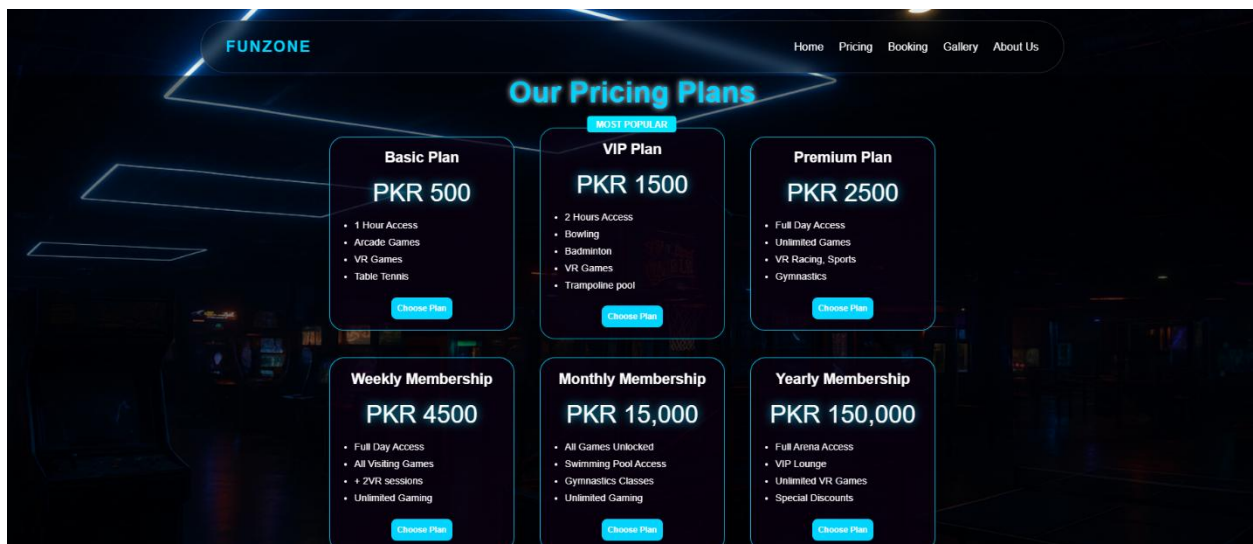
- Contains responsive design for mobile users.



*Figure 2: Price Page*

## 4.3    Booking Form Page (form.html)

- Booking page is based on Form tags.

- Takes Input from user for name, email, contact, date, activity, etc.

- Gives Booking Confirmation using JavaScript.

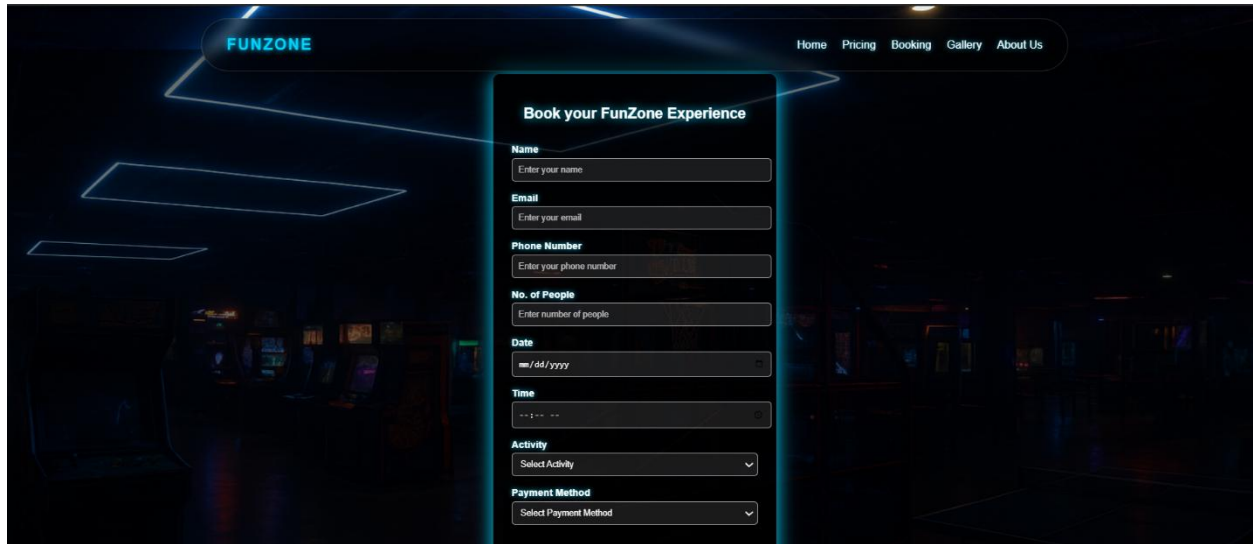- Styled using External CSS (form.css)



*Figure 3: Form Page*

## 4.4    Gallery Page (gallery.html)

- Shows images of sports and game facilities.

- Gives user idea about the environment of our facilities.

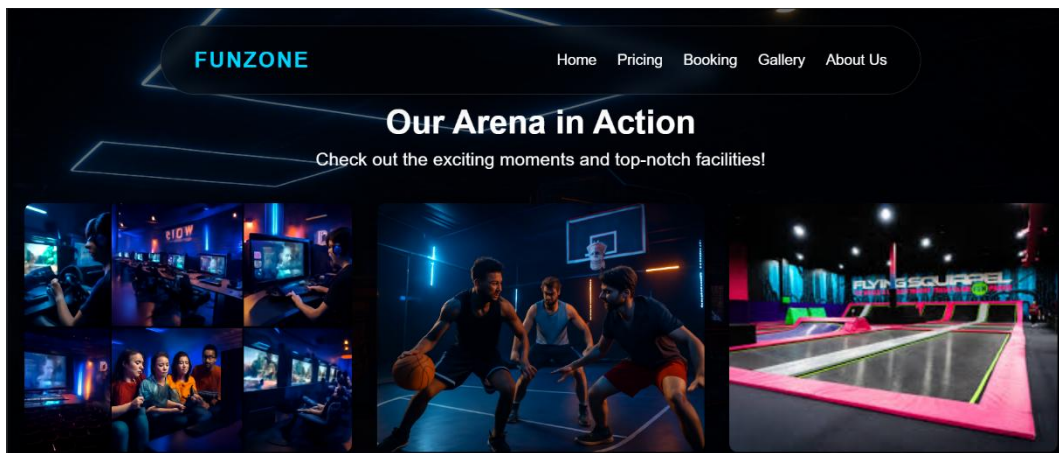- Grid-style layout using external CSS gallery.css.



*Figure 4: Gallery Page*

### 4.5 About Page (about.html)

- Details about the sports arena and facilities.

- Describes purpose and mission.
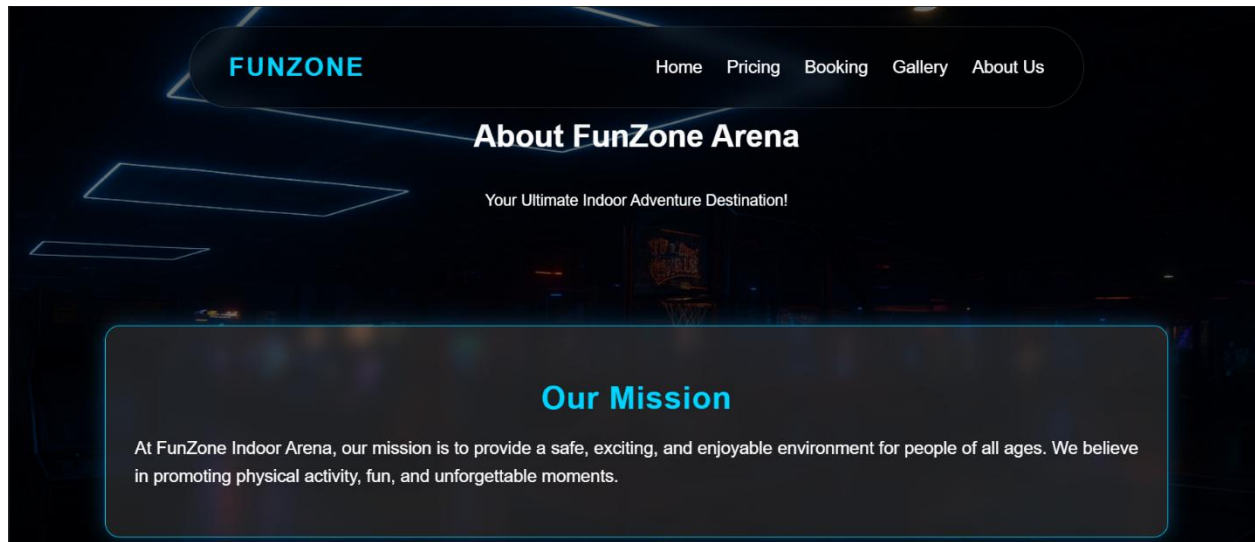
- Contact and Location information of Arena.



*Figure 5: About Page*

# 5  *Version Control & GitHub Usage*

Throughout the development process, Git and GitHub were used to manage source code.

- Before Starting the Development process the project was properly planned using GitHub Project Board.

- Tasks were assigned equally among team members.

- After every modification (HTML, CSS, Images), changes were:

- Committed by every team member.

- Pushed to GitHub repository

- GitHub provided:

  ➢ Online code backup

  ➢ Collaboration support

  ➢ Version history tracking

# Indoor Gaming/Sports Arena Website

This practice ensured our project code remained safe, trackable, and accessible from anywhere, making evaluation easier for our instructor.
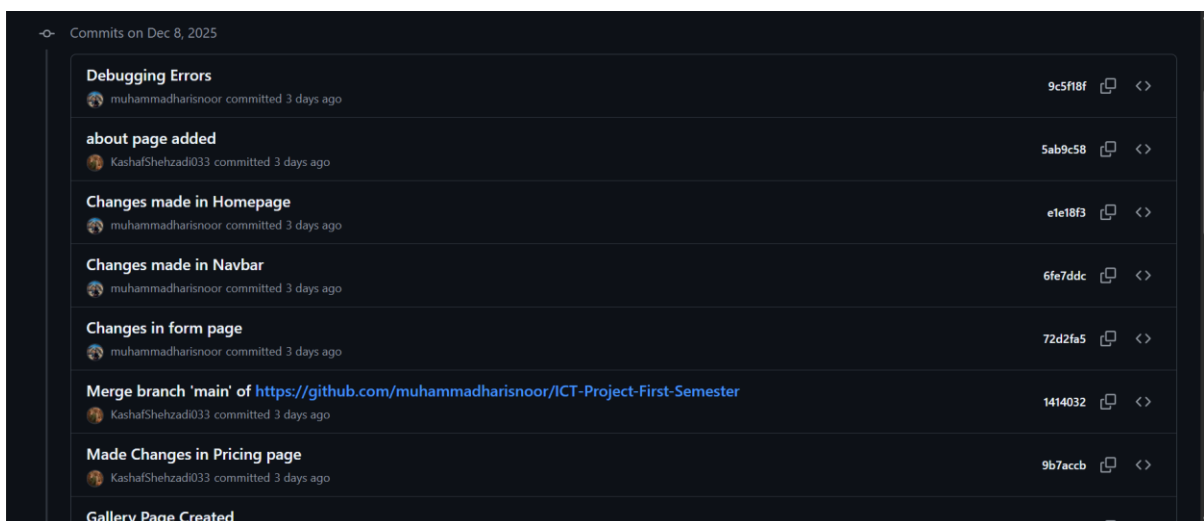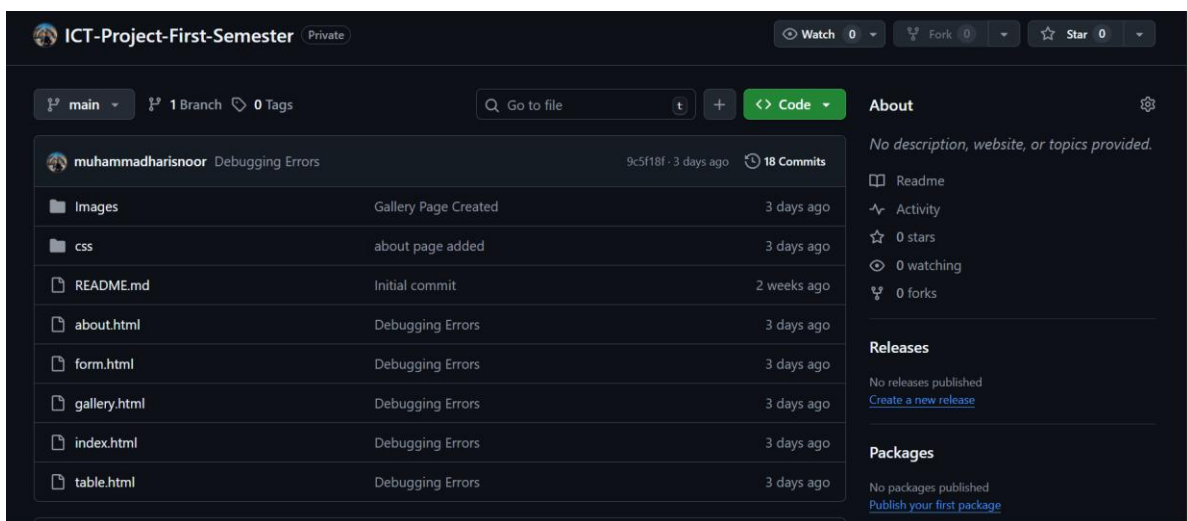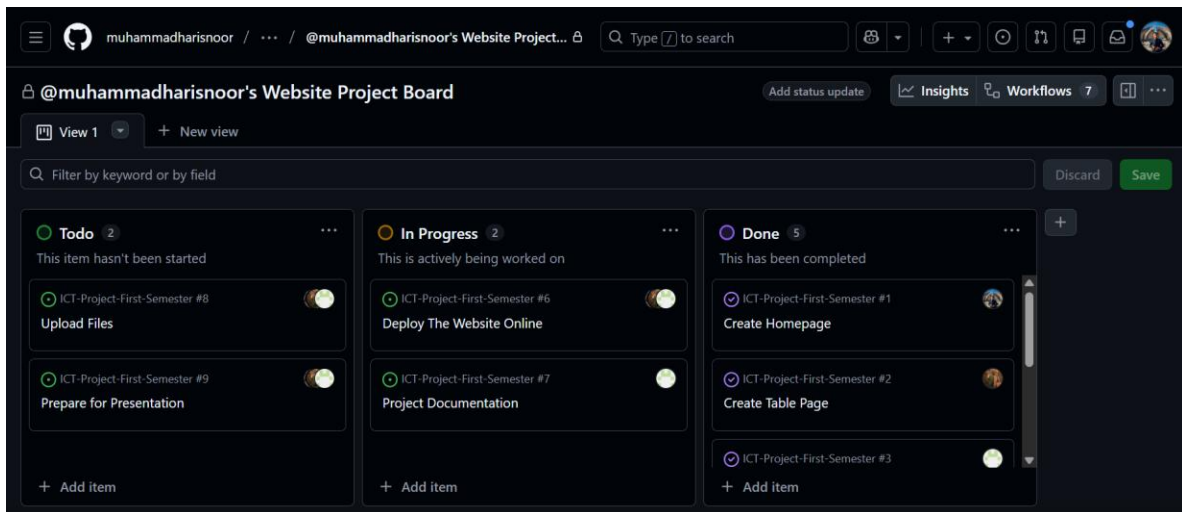
## *6*  *Deployment Using GitHub Pages*

After completing the development of the website, it was deployed using GitHub Pages, which provides free and reliable hosting for static websites. The final project files were pushed to the main branch of the GitHub repository. GitHub Pages was then enabled from the repository settings by selecting the main branch as the source. Once enabled, GitHub automatically generated a live URL for the website. This allowed the project to be accessed online through a web browser without the need for any external hosting service. Deploying the website using GitHub Pages helped us understand real-world website publishing and ensured that our project could be easily reviewed and accessed by others.

## *7*  *GitHub Repository Link*

Below Mentioned is the link for Project Repository:

https://github.com/muhammadharisnoor/ICT-Project-First-Semester

## *8*  *Live Website Link (GitHub Pages)*

Click Below to Visit the website:

FunZone Indoor Arena

## *9*  *Conclusion:*

The Sports Arena Booking System successfully meets its objective of providing a simple and effective web-based platform for sports event booking. It allows users to view available facilities, check pricing, and submit booking details through an easy-to-use interface. This project improved our understanding of frontend development using HTML, CSS, and JavaScript, along with practical experience in version control using Git and GitHub and website deployment through GitHub Pages. Team collaboration and proper project planning also enhanced our technical and coordination skills. Overall, the project provided valuable hands-on experience and a strong foundation for future web development work.