Overview

Tech Team Fall 2026

Tech Team helps you get ready to work on a Blueprint project team. You don't need to know how to code before joining. We'll start with a small web page and work up to building a site together.

Along the way, you'll practice reading code, figuring out why something broke, and reviewing someone else's changes. Those are things you'll keep doing on a project team, even after you've learned the tools.

When and where

We meet Wednesdays from 3 to 4 PM in EAS 230.

Join the Discord so you don't miss meeting updates. I'll put it in Discord if a meeting is canceled.

Discord Invite

What we'll cover

We'll begin with HTML, CSS, and JavaScript. You'll use them to build a personal page and make it respond to a button click. Then we'll learn Git and GitHub so you can save your work and make changes with other people.

After that, we'll use React to build reusable parts of a page. We'll add lists and search, learn how a page requests data from another service, and build a cart. Each lesson has code you can run and change.

Here's the plan. We can spend an extra meeting on a topic if we need more practice.

Week	Topic	What you will do

1	HTML and CSS	Build and style a personal page from blank files.
2	JavaScript	Make a button change the page and work through an error.
3	Git and GitHub	Save and publish your code, work on a branch, and practice a pull request review.
4	React	Build reusable components and pass information to them with props.
5	Lists and state	Display a list from data and use state to remember search text.
6	APIs	Request data and handle loading, errors, and empty results.
7	A shopping cart	Choose a product option and add, change, or remove items in a practice cart.
8	A store page on the real site	Learn how the Blueprint website's code differs from what we've used so far (Deno and Lume), then add a Store page that uses the cart to a practice copy of it.
9	Project introduction	Join the shared repository, agree on how the parts connect, and start assigned tasks.
10	Building together	Build, review, and combine the teams' work. Repeat this meeting as needed.
11	Testing and presenting	Test the full flow, check a production build, and demonstrate what works.

Our project

We'll build a merch store page for the Blueprint website together. A visitor should be able to browse products, choose a size, add items to a cart, change the quantity, and go to checkout.

The Blueprint website runs on Deno and Lume instead of the Node and Vite setup from the earlier weeks. In Week 8, we'll go over what's different and add a first Store page to a practice copy of the site. Then we'll build the rest of the page in teams.

The site will use Fourthwall for product information and the store cart. Fourthwall will host checkout and handle payment and orders. We'll start with its catalog products, which its fulfillment network prepares and ships.

Everyone will contribute to the same repository. We'll split into teams, assign small tasks through GitHub issues, and review changes before combining them. This gives you practice working on one part of a site while other people work on the rest.

The earlier exercises use made-up data. For the project, we'll connect to the real store and test the full flow, including failed requests and what the page looks like on a phone.

Before you come

Follow the setup instructions and open that week's lesson. If you get stuck during setup or a lesson, ask for help. Weeks 1 and 2 have a temporary browser-editor fallback. From Week 3 onward, we'll use desktop VS Code and its terminal.

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