

**WORK BREAKDOWN STRUCTURE
(WBS)
Productive Mentor**



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INTRODUCTION

Work Breakdown Structure (WBS) merupakan representasi hierarkis dari seluruh pekerjaan yang harus dilakukan untuk menyelesaikan proyek SmartLife Planner. WBS digunakan sebagai dasar dalam penyusunan jadwal proyek, estimasi biaya, alokasi sumber daya, serta pengendalian progres proyek.

Dengan menggunakan WBS, seluruh aktivitas proyek dipecah menjadi work package yang lebih kecil, terukur, dan mudah dikelola sesuai prinsip **8–80 rule**, sehingga setiap paket kerja dapat direncanakan, dimonitor, dan dievaluasi secara efektif.

OUTLINE VIEW

1. Productive Mentor Project (MVP)

1.1 Project Management & Planning

1.1.1 Project initiation & charter

1.1.2 Requirement gathering

1.1.3 Project planning (tanpa sprint)

1.2 UI/UX Design

1.2.1 User research

1.2.2 Wireframes

1.2.3 High-fidelity mockups

1.2.4 Prototyping & usability testing

1.3 Backend Development

1.3.1 Auth & User Service

1.3.2 Task & Project Service

1.3.3 Mentor Marketplace Service

1.3.4 Payment Service

1.3.5 AI Recommendation Service

1.4 Frontend Development

1.4.1 Web Dashboard

1.4.2 Mobile Application

1.4.3 Chat & Video UI

1.4.4 Payment UI

1.5 Integration & Quality Assurance

1.5.1 Integration of services

1.5.2 Unit & integration testing

1.5.3 User Acceptance Testing (UAT)

1.5.4 Payment Gateway Integration Testing

1.6 Deployment & Operations

1.6.1 CI/CD setup

1.6.2 Cloud infrastructure provisioning

1.6.3 Monitoring & logging

1.7 Mentor Onboarding & Training

1.7.1 Recruit mentors

1.7.2 Training & SOP

1.8 Launch & Marketing

PROJECT MANAGEMENT DOCS

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Work Breakdown Structure (WBS) Template

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- 1.8.1 Soft-launch to beta
- 1.8.2 Collect feedback & iterate

1.8.3 Public launch

1.8.4 Payment System Go-Live

1.9 Documentation & Handover

1.9.1 User documentation / FAQ / API documentation

1.9.2 Final report

HIERARCHICAL STRUCTURE

Level	WBS Code	Element Name
1	1	Productive Mentor Project (MVP)
2	1.1	Project Management & Planning
3	1.1.1	Project initiation & charter
3	1.1.2	Requirement gathering
3	1.1.3	Project planning (tanpa sprint)
2	1.2	UI/UX Design
3	1.2.1	User research
3	1.2.2	Wireframes
3	1.2.3	High-fidelity mockups
3	1.2.4	Prototyping & usability testing
2	1.3	Backend Development
3	1.3.1	Auth & User Service
3	1.3.2	Task & Project Service
3	1.3.3	Mentor Marketplace Service
3	1.3.4	Payment Service
3	1.3.5	AI Recommendation Service
2	1.4	Frontend Development
3	1.4.1	Web Dashboard
3	1.4.2	Mobile Application
3	1.4.3	Chat & Video UI
3	1.4.4	Payment UI
2	1.5	Integration & QA
3	1.5.1	Integration of services
3	1.5.2	Unit & integration testing
3	1.5.3	User Acceptance Testing
3	1.5.4	Payment Gateway Integration Testing
2	1.6	Deployment & Ops
3	1.6.1	CI/CD setup
3	1.6.2	Cloud infrastructure provisioning
3	1.6.3	Monitoring & logging
2	1.7	Mentor Onboarding & Training
3	1.7.1	Recruit mentors
3	1.7.2	Training & SOP
2	1.8	Launch & Marketing

3	1.8.1	Soft-launch to beta
3	1.8.2	Collect feedback & iterate
3	1.8.3	Public launch
3	1.8.4	Payment System Go-Live
2	1.9	Documentation & Handover
3	1.9.1	User docs / FAQ / API docs
3	1.9.2	Final report

TABULAR VIEW

Level 1	Level 2	Level 3
1	Productive Mentor Project (MVP)	1.1 Project Management & Planning
		1.1.1 Project initiation & charter
		1.1.2 Requirement gathering
		1.1.3 Project planning (tanpa sprint)
	1.2 UI/UX Design	1.2.1 User research
		1.2.2 Wireframes
		1.2.3 High-fidelity mockups
		1.2.4 Prototyping & usability testing
	1.3 Backend Development	1.3.1 Auth & User Service
		1.3.2 Task & Project Service
		1.3.3 Mentor Marketplace Service
		1.3.4 Payment Service
		1.3.5 AI Recommendation Service
	1.4 Frontend Development	1.4.1 Web Dashboard
		1.4.2 Mobile Application
		1.4.3 Chat & Video UI
		1.4.4 Payment UI
	1.5 Integration & QA	1.5.1 Integration of services
		1.5.2 Unit & integration testing
		1.5.3 UAT
		1.5.4 Payment Gateway Testing
	1.6 Deployment & Ops	1.6.1 CI/CD setup
		1.6.2 Cloud provisioning
		1.6.3 Monitoring & logging
	1.7 Mentor Onboarding	1.7.1 Recruit mentors
		1.7.2 Training & SOP
	1.8 Launch & Marketing	1.8.1 Soft-launch
		1.8.2 Feedback & iteration
		1.8.3 Public launch
		1.8.4 Payment Go-Live
	1.9 Documentation	1.9.1 User & API docs
		1.9.2 Final report

WBS DICTIONARY

WBS Code	Element Name	Definition
1	Productive Mentor Project (MVP)	Seluruh pekerjaan untuk merancang, membangun, menguji, dan meluncurkan aplikasi Productive Mentor sebagai MVP
1.1	Project Management & Planning	Aktivitas perencanaan dan pengendalian proyek
1.2	UI/UX Design	Perancangan pengalaman dan antarmuka pengguna
1.3	Backend Development	Pengembangan layanan inti dan logika bisnis
1.4	Frontend Development	Pengembangan antarmuka web dan mobile
1.5	Integration & QA	Integrasi sistem dan pengujian kualitas
1.6	Deployment & Ops	Implementasi sistem ke lingkungan produksi
1.7	Mentor Onboarding	Perekutan dan pelatihan mentor
1.8	Launch & Marketing	Rilis dan promosi aplikasi
1.9	Documentation & Handover	Dokumentasi dan laporan akhir proyek

GLOSSARY OF TERMS

1. **WBS Code:** Kode unik yang menunjukkan posisi elemen dalam struktur WBS
2. **Work Package:** Unit kerja terkecil yang dapat dikelola dan diestimasi
3. **MVP:** Minimum Viable Product
4. **UAT:** User Acceptance Testing
5. **CI/CD:** Continuous Integration / Continuous Deployment

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