TUGAS KELOMPOK PPL 4623

Anggota :

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* Seng, Wilhan ()  
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1. Project Charter

|  |  |
| --- | --- |
| 2. Project Scope | |
| PROJECT NO. | PROJECT NAME | DATE SUBMITTED |
| PROJECT/001 | Café Store with Game Challenge | Wednesday, March 24, 2021 |
|  |  |  |
| PROJECT  OBJECTIVES | Membuat Aplikasi Game Challenge yang dapat dimainkan berbasis WEB | |
| Membuat Sistem Points untuk setiap pembelian oleh Pelanggan di Restoran (berhadiah potongan harga) | |
|  |  |  |
| **Step 1. Project Deliverables** | |  |
| DELIVERABLE NO. | DESCRIPTION |  |
| 1 | Project Plan | |
| 2 | Laporan | |
| 3 | Software | |
|  |  |  |
| **Step 2. List of Project Tasks** |  |  |
|  |  |  |
| TASK NO. | DESCRIPTION | |
| 1. Analisis | Menganalisis kebutuhan Software, Mencari referensi, Menganalisis kebutuhan dalam pembangunan software | |
| 2. Planning | Membagi bagian proyek kepada tiap anggota. Membuat kesepakatan dalam penggunaan DB, Pengkodingan (penggunaan komen). | |
| 3. Eksekusi | Pembuatan Bagian-bagian yang diperlukan dalam Proyek, Seperti Login, Sign Up, User dan Admin. | |
| 4. Testing | Pengujian Software menggunakan Black Box dan White Box testing. | |
| 5. Maintenance | Maintenance, Pelatihan Penggunaan software serta Controlling Software. | |
| 6. Dokumentasi | Pendokumentasian berupa SKPL, Test Case dan Progress. | |
| 7. Closing Proyek | Presentasi Software, Serah Terima Software . | |
|  |  |  |
| **Step 3. Out of Scope** |  |  |
| This project **will NOT accomplish or include** the following: | Network, Server, Hosting. Domain. | |
|  |  |  |
| **Step 4. Project Assumptions** | |  |
| NO. | ASSUMPTION |  |
| 1 | Time Management yang baik | |
| 2 | Koordinasi dan kerja tim | |
| 3 | Skills and capability | |
|  |  |  |
| **Step 5. Project Constraints** |  |  |
| PROJECT START DATE | LAUNCH / GO-LIVE DATE | PROJECT END DATE |
| 03/24/2021 | 3/24/2021 - 6/29/2021 | Saturday, May 29, 2021 |
| LIST ANY HARD DEADLINE(S) | Game Challenge | |
| LIST OTHER DATES / DESCRIPTIONS OF KEY MILESTONES | Game Challenge, Transaksi Produk, Produk List, Master Game Challenge, Master Produk, Master Transaksi | |
| BUDGET CONSTRAINTS | Rp22,300,000 | |
| QUALITY OR PERFORMANCE CONSTRAINTS | Aplikasi tidak hang ketika digunakan, Tidak ada bug, program berjalan dengan baik | |
| EQUIPMENT / PERSONNEL CONSTRAINTS | Laptop, Network, Server lokal | |
| REGULATORY CONSTRAINTS | Menguasai Keahlian komptuasi dasar, dan paham penggunaan aplikasi yang dibuat oleh tim | |
|  |  |  |
| **Step 6. Updated Estimates** |  |  |
| Estimate the hours required to complete the project. | | 7jam x 66 hari = 462 Jam |
|  |  |  |
| **Step 7. Approvals** |  |  |
| DATE SUBMITTED  FOR APPROVAL | STAKEHOLDER NAME, TITLE, AND ROLE | DATE APPROVAL RECEIVED |
| Wednesday, March 24, 2021 | Mr. Ardiawan - Lecturer - Guide | Saturday, May 29, 2021 |

3. Work Break Down Structure

Cafe Store with Game CHallange

Login

Sign Up

Admin

User

Form Pendaftaran

Form Masuk

Remember Me

Forgot Password

Master Transaksi

Transaksi

Master User

Master Kategori

Game Challange

Kategori

Master Produk

Produk list

Master Challenge

Master Level User

4. Gantt Char