planner

1. Mencatat keunggulan apa saja dari aplikasi smart change
2. Mencatat kebutuhan keuangan dalam membuat aplikasi
3. Mempersiapkan SDM untuk membuat smart change
4. Melakukan eksekusi/ pengerjaan program
5. Menganalisa kekurangan program
6. Pembetulan dan pemasaran aplikasi smart change

owner

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rencana Kegiatan | Target output | 2016 | | | | | | | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Persiapan Proyek | Pendefinisian Masalah |  |  |  |  |  |  |  |  |  |  |  |  |
| Penetapan jadwal proyek |  |  |  |  |  |  |  |  |  |  |  |  |
| Fase Analisis dan Penerapan ke Dalam Zachman Framework | -Pengambilan Data |  |  |  |  |  |  |  |  |  |  |  |  |
| -Menentukan Kebutuhan Sistem |  |  |  |  |  |  |  |  |  |  |  |  |
| -Membuat prototype permasalahan dengan matrik Zachman |  |  |  |  |  |  |  |  |  |  |  |  |
| Implementasi | -Mendapatkan prototype aplikasi |  |  |  |  |  |  |  |  |  |  |  |  |

desainer

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Event | Juni | | | | Juli |
| 1 | 2 | 3 | 4 | 1 |
| Penentuan Entitas |  |  |  |  |  |
| Perancangan Use Case Diagram |  |  |  |  |  |
| Perancangan ER Diagram |  |  |  |  |  |
| Perancangan Database |  |  |  |  |  |
| Perancangan Interface |  |  |  |  |  |

builder

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Event | Juli | | | Agustus | | | | September | | | |
| 2 | 3 | 4 | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 |
| Pembuatan Database |  |  |  |  |  |  |  |  |  |  |  |
| Desain antarmuka aplikasi |  |  |  |  |  |  |  |  |  |  |  |
| Pembuatan Kode Program |  |  |  |  |  |  |  |  |  |  |  |

Detailed representation

Waktu yang digunakan dalam proses pengkodean atau coding ini adalah 2 bulan.

Dimulai dari bulan Juli minggu ke-4 sampai dengan bulan September minggu ke-4.

Function enterprise

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rencana Kegiatan | Target output | 2016 | | | | | | | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Persiapan Proyek | Pendefinisian Masalah |  |  |  |  |  |  |  |  |  |  |  |  |
| Penetapan jadwal proyek |  |  |  |  |  |  |  |  |  |  |  |  |
| Perancangan dan Desain SIstem | -Pengambilan Data |  |  |  |  |  |  |  |  |  |  |  |  |
| -Menentukan Kebutuhan Sistem |  |  |  |  |  |  |  |  |  |  |  |  |
| -Penentuan Entitas |  |  |  |  |  |  |  |  |  |  |  |  |
|  | -Perancangan Usecase Sistem |  |  |  |  |  |  |  |  |  |  |  |  |
|  | -Perancangan ER Diagram |  |  |  |  |  |  |  |  |  |  |  |  |
|  | -Perancangan Detail usecase |  |  |  |  |  |  |  |  |  |  |  |  |
|  | -Perancangan databse |  |  |  |  |  |  |  |  |  |  |  |  |
|  | -Perancangan antarmuka |  |  |  |  |  |  |  |  |  |  |  |  |
|  | -Pengkodean |  |  |  |  |  |  |  |  |  |  |  |  |
| Implementasi | -Mendapatkan prototype aplikasi |  |  |  |  |  |  |  |  |  |  |  |  |