*Project Charter*

Conqueror

Version 1.0 approved

Disusun Oleh

Fajar Widhi Arianto – A11.2018.11337

A. Kamal Hidayat – A11.2018.11333

Alvian Bagaswara – A11.2018.13207

R Bagas Satrio Hutomo – A11.2018.11544

Dicky Cahya Putra Ramanda – A11.2018.11283

Teknik Informatika S-1 Fakultas Ilmu Komputer

Universitas Dian Nuswantoro

**Judul Proyek** : **Conqueror**

**Durasi Proyek** : 100 hari

**Tanggal Mulai Proyek** : 25 Maret 2021

**Tanggal Akhir Proyek** : 3 Juli 2021

**Ketua Proyek** : Fajar Widhi Arianto

**Daftar Angota**

|  |  |
| --- | --- |
| 1. | A. Kamal Hidayat |
| 2. | Alvian Bagaswara |
| 3. | R. Bagas Satrio Hutomo |
| 4. | Dicky Cahya Putra Ramanda |

**Latar Belakang**

Challenge atau tantangan ialah dapat berupa sebuah game atau lain sebagainya yang mempunyai sifat memacu sifat adrenalin yaitu tantangan yang disediakan itu sendiri. Aplikasi challenge ini banyak sekali jenisnya yang dapat dimainkan sehingga challenger menjadi lebih antusias.

Conqueror adalah sebuah sistem informasi yang diperuntukkan bagi orang-orang yang menyukai tantangan. Aplikasi ini dapat diakses melalui computer maupun android. Ada 2 jenis user pada aplikasi ini yaitu ada challenger dan Game Master.

Dengan Begitu Challenger dapat menggunakan rasa antusiasnya untuk memecah masalah, dan Game Master akan mengetahui dari tingkah laku si Challenger.

Adapun fungsionalitas yang disediakan oleh Conqueror antara lain :

* User dapat melihat challenge challenge yang diberikan setelah mendaftar sebagai challenger
* User dapat menyelesaikan challenge dengan mengirimkan bukti berupa foto
* User dapat menerima hadiah setelah menyelesaikan challenge
* Admin dapat melihat laporan siapa saja yang menyelesaikan challenge
* Admin dapat melihat info setiap pelanggan yang menyelesaikan challenge dan dapat di export ke file dengan format csv

**Ruang Lingkup**

1. **Challenger**

Memilih tantangan apa yang akan diambil dan kemudian menyelesaikannya untuk mendapatkan hadiahatau reward.

1. **Game Master**

Memverifikasi challenge yang dilakukan oleh challenger

Project Scope Statement

1. Ruang Lingkup

Conqueror adalah sistem informasi yang diperuntukkan bagi orang-orang yang menyukai tantangan. Aplikasi ini dapat diakses melalui computer maupun android. Ada 2 jenis user pada aplikasi ini yaitu ada challenger dan Game Master. Challenger dapat memilih tantangan apa yang akan diambil dan kemudian menyelesaikannya untuk mendapatkan hadiah. Sedangkan game master dapat memverifikasi challenge yang dilakukan oleh challenger.

1. Deskripsi Fungsionalitas
2. User dapat melihat challenge challenge yang diberikan setelah mendaftar sebagai challenger
3. User dapat menyelesaikan challenge dengan mengirimkan bukti berupa foto
4. User dapat menerima hadiah setelah menyelesaikan challenge
5. Admin dapat melihat laporan siapa saja yang menyelesaikan challenge
6. Admin dapat melihat info setiap pelanggan yang menyelesaikan challenge dan dapat di export ke file dengan format csv

ID Task Name

Duration

Start

Finish

Predecessors

Resource Names

1

T W T F S

Mar 2 S

# 1 Pembuatan Sistem Game Challenge

1. **1.1 Observasi dan Pengumpulan Data**
2. 1.1.1 Observasi

# 73 days?

**6 days**

1. days

# Thu 3/25/21 Sat 7/3/21

**Thu 3/25/21 Thu 4/1/21**

Thu 3/25/21 Mon 3/29/21

Kepala Project

1. 1.1.2 Pengumpulan Data

# 1.2 Perekrutan Anggota Team

3 days

# 2 days

Tue 3/30/21

# Fri 4/2/21

Thu 4/1/21 3

# Mon 4/5/21 2

Kepala Project Kepala Project

# 6 1.3 Perancangan Database dan UML

1. **days**

**Tue 4/6/21**

**Tue 4/13/21 5**

**Database Manag**

1. 1.3.1 Perancangan Database
2. 1.3.2 Perancangan UML

# 1.4 Perancangan Desain User Interface

3 days

3 days

# 15 days

Tue 4/6/21 Fri 4/9/21 **Wed 4/14/2**

Thu 4/8/21 5

Tue 4/13/21 7

# Tue 5/4/21 6

**1**

**Database Manag Database Manag UI/UX Designer,K**

1. 1.4.1 Perancangan Halaman Login
2. 1.4.2 Perancangan Halaman Utama

1 day

1 day

Wed 4/14/21Wed 4/14/216 Thu 4/15/21 Thu 4/15/21 10

UI/UX Designer UI/UX Designer

12 1.4.3 Perancangan Halaman Dashboard Pelanggan

1 day

Fri 4/16/21

Fri 4/16/21 11

UI/UX Designer

13 1.4.4 Perancangan Halaman Challenge Pelanggan

1 day

Mon 4/19/21Mon 4/19/2112

UI/UX Designer

1. 1.4.5 Perancangan Halaman Input Challenge Pelanggan
2. 1.4.6 Perancangan Halaman Riwayat Challenge Pelanggan

1 day

1 day

Tue 4/20/21 Wed 4/21/21

Tue 4/20/21 13

Wed 14

4/21/21

UI/UX Designer UI/UX Designer

16 1.4.7 Perancangan Halaman Dashboard Game Master

1 day

Thu 4/22/21 Thu 4/22/21 15

UI/UX Designer

1. 1.4.8 Perancangan Halaman Manajemen User Pelanggan Game Master
2. 1.4.9 Perancangan Halaman Verifikasi Challenge Game Master
3. 1.4.10 Perancangan Halaman Ranking Challenge Game Master

1 day

1 day

1 day

Fri 4/23/21

Mon 4/26/21

Tue 4/27/21

Fri 4/23/21 16

Mon 17

4/26/21

Tue 4/27/21 18

UI/UX Designer UI/UX Designer UI/UX Designer

### Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21

Task Split

Milestone Summary Project Summary Inactive Task

Inactive Milestone

Inactive Summary Manual Task Duration-only

Manual Summary Rollup Manual Summary

Start-only Finish-only

External Tasks External Milestone Deadline

Progress Manual Progress

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| 20 | 1.4.11 Perancangan Halaman Manajemen Challenge Game Master | | 1 day | Wed 4/28/21 | Wed 4/28/21 | 19 | UI/UX Designer | **a** |  | | |  | |  |
| 21 | 1.4.12 Review ( Meeting Client ) | | 1 day | Thu 4/29/21 | Thu 4/29/21 | 20 | UI/UX Designer,S |
| 22 | 1.4.13 Revisi | | 3 days | Fri 4/30/21 | Tue 5/4/21 | 21 | UI/UX Designer,K |
| 23 | **1.5 Implementasi Coding & Desain Rancangan Sistem** | | **36 days** | **Wed 5/5/21** | **Wed 6/23/2** | **9** | **Kepala Project,D** |
| 24 | **1.5.1 Implementasi Coding** | | **22 days** | **Wed 5/5/21** | **Thu 6/3/21** | **9** | **Database Manag** |
| 25 | 1.5.1.1 Implementasi Coding Halaman Login | | 2 days | Wed 5/5/21 | Thu 5/6/21 | 22 | Database Manage |
| 26 | 1.5.1.2 Implementasi Coding Halaman Utama | | 2 days | Fri 5/7/21 | Mon 5/10/21 | 25 | Database Manage |
| 27 | 1.5.1.3 Implementasi Coding Halaman Dashboard Pelanggan | | 2 days | Tue 5/11/21 | Wed 5/12/21 | 26 | Database Management,Pro |
| 28 | 1.5.1.4 Implementasi Coding Halaman Challenge Pelanggan | | 2 days | Thu 5/13/21 | Fri 5/14/21 | 27 | Database Management,Pro |
| 29 | 1.5.1.5 Implementasi Coding Halaman Input Challenge Pelanggan | | 2 days | Mon 5/17/21 | Tue 5/18/21 | 28 | Database Management,Pro |
| 30 | 1.5.1.6 Implementasi Coding Halaman Riwayat Challenge Pelanggan | | 2 days | Wed 5/19/21 | Thu 5/20/21 | 29 | Database Management,Pro |
| 31 | 1.5.1.7 Implementasi Coding Halaman Dashboard Game Master | | 2 days | Fri 5/21/21 | Mon 5/24/21 | 30 | Database Management,Pro |
| 32 | 1.5.1.8 Implementasi Coding Halaman Manajemen User Pelanggan Game Master | | 2 days | Tue 5/25/21 | Wed 5/26/21 | 31 | Database Management,Pro |
| 33 | 1.5.1.9 Implementasi Coding Halaman Verifikasi Challenge Game Master | | 2 days | Thu 5/27/21 | Fri 5/28/21 | 32 | Database Management,Pro |
| 34 | 1.5.1.10 Implementasi Coding Halaman Ranking Challenge Game Master | | 2 days | Mon 5/31/21 | Tue 6/1/21 | 33 | Database Management,Pro |
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| Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21 | | Task Inactive Summary External Tasks  Split Manual Task External Milestone  Milestone Duration-only Deadline  Summary Manual Summary Rollup Progress  Project Summary Manual Summary Manual Progress  Inactive Task Start-only  Inactive Milestone Finish-only | | | | | | | | | | | | |
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| 35 | 1.5.1.11 Implementasi Coding Halaman Manajemen Challenge Game Master | | 2 days | Wed 6/2/21 | Thu 6/3/21 | 34 | Database Management,Pro |  |  | | |  | |  |
| 36 | **1.5.2 Implementasi Desain** | | **36 days** | **Tue 4/20/21** | **Tue 6/8/21** |  | **Programmer,UI/** |
| 37 | 1.5.2.1 Implementasi Desain Halaman Login | | 3 days | Fri 5/7/21 | Tue 5/11/21 | 25 | Programmer,UI/U |
| 38 | 1.5.2.2 Implementasi Desain Halaman Utama | | 3 days | Tue 5/11/21 | Thu 5/13/21 | 26 | Programmer,UI/U |
| 39 | 1.5.2.3 Implementasi Desain Halaman Dashboard Pelanggan | | 3 days | Thu 5/13/21 | Mon 5/17/21 | 27 | Programmer,UI/U Designer |
| 40 | 1.5.2.4 Implementasi Desain Halaman Challenge Pelanggan | | 3 days | Mon 5/17/21 | Wed 5/19/21 | 28 | Programmer,UI/U Designer |
| 41 | 1.5.2.5 Implementasi Desain Halaman Input Challenge Pelanggan | | 3 days | Wed 5/19/21 | Fri 5/21/21 | 29 | Programmer,UI/U Designer |
| 42 | 1.5.2.6 Implementasi Desain Halaman Riwayat Challenge Pelanggan | | 3 days | Fri 5/21/21 | Tue 5/25/21 | 30 | Programmer,UI/U Designer |
| 43 | 1.5.2.7 Implementasi Desain Halaman Dashboard Game Master | | 3 days | Tue 5/25/21 | Thu 5/27/21 | 31 | Programmer,UI/U Designer |
| 44 | 1.5.2.8 Implementasi Desain Halaman Manajemen User Pelanggan Game Master | | 3 days | Thu 5/27/21 | Mon 5/31/21 | 32 | Programmer,UI/U Designer |
| 45 | 1.5.2.9 Implementasi Desain Halaman Verifikasi Challenge Game Master | | 3 days | Mon 5/31/21 | Wed 6/2/21 | 33 | Programmer,UI/U Designer |
| 46 | 1.5.2.10 Implementasi Desain Halaman Ranking Challenge Game Master | | 3 days | Wed 6/2/21 | Fri 6/4/21 | 34 | Programmer,UI/U Designer |
| 47 | 1.5.2.11 Implementasi Desain Halaman Manajemen Challenge Game Master | | 3 days | Fri 6/4/21 | Tue 6/8/21 | 35 | Programmer,UI/U Designer |
| 48 | **1.5.3 Review ( Meeting Client )** | | 1 day | Wed 6/9/21 | Wed 6/9/21 | 47 | Database Manage |
|  | | | | | | | | | | | | | | |
| Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21 | | Task Inactive Summary External Tasks  Split Manual Task External Milestone  Milestone Duration-only Deadline  Summary Manual Summary Rollup Progress  Project Summary Manual Summary Manual Progress  Inactive Task Start-only  Inactive Milestone Finish-only | | | | | | | | | | | | |
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| ID | Task Name | | Duration | Start | Finish | Predecessors | Resource Names | 1 | | | | | Mar 2 | |
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| 49 | **1.5.4 Revisi** | | 10 days | Thu 6/10/21 | Wed 6/23/21 | 48 | Database Manage |  |  | | |  | |  |
| 50 | **1.6 Pengujian Sistem** | | **7 days** | **Thu 6/24/21** | **Fri 7/2/21** | **23** | **Database Manag** |
| 51 | 1.6.1 Pengujian Sistem Lokal dan Server | | 2 days | Thu 6/24/21 | Fri 6/25/21 | 49 | Database Manage |
| 52 | 1.6.2 Pengkoreksian dan Revisi Sistem | | 4 days | Mon 6/28/21 | Thu 7/1/21 | 51 | Database Manage |
| 53 | 1.6.3 Uji Coba Keseluruhan ( Final ) | | 1 day | Fri 7/2/21 | Fri 7/2/21 | 52 | Database Manage |
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| Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21 | | Task Inactive Summary External Tasks  Split Manual Task External Milestone  Milestone Duration-only Deadline  Summary Manual Summary Rollup Progress  Project Summary Manual Summary Manual Progress  Inactive Task Start-only  Inactive Milestone Finish-only | | | | | | | | | | | | |
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**Kepala Project**

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### Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21

Task Split

Milestone Summary Project Summary Inactive Task

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External Tasks External Milestone Deadline

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## UI/UX Designer

**UI/UX Designer,System Tester & Anal**

**UI/UX Designer,Ke**

**Database**

### Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21

Task Split

Milestone Summary Project Summary Inactive Task

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External Tasks External Milestone Deadline

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### Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21

Task Split

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External Tasks External Milestone Deadline

Progress Manual Progress

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| 9, '21 | | | | | | May 16, '21 | | | | | | | May 23, '21 | | | | | | | May 30, '21 | | | | | | | Jun 6, '21 | | | | | | | Jun 13, '21 | | | | | | | Jun 2 S |
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## alyst,Kepala Project

**Kepala Project,System Tester & Analyst**

**Management,Programmer**

**Database Management,Programmer Database Management,Programmer**

**Database Management,Programmer**

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**Database Management,Programmer**



### Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21

Task Split

Milestone Summary Project Summary Inactive Task

Inactive Milestone

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Manual Summary Rollup Manual Summary

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### Page 10

External Tasks External Milestone Deadline

Progress Manual Progress

9, '21

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## Database Management,Programmer

**Programmer,UI/UX Designer Programmer,UI/UX Designer**

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### Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21

Task Split

Milestone Summary Project Summary Inactive Task

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### Page 11

External Tasks External Milestone Deadline

Progress Manual Progress

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| 9, '21 | | | | | | May 16, '21 | | | | | | | May 23, '21 | | | | | | | May 30, '21 | | | | | | | Jun 6, '21 | | | | | | | | Jun 13, '21 | | | | | | | Jun 2 S |
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| Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21 | | | | | | | | Task Inactive Summary External Tasks  Split Manual Task External Milestone  Milestone Duration-only Deadline  Summary Manual Summary Rollup Progress  Project Summary Manual Summary Manual Progress  Inactive Task Start-only  Inactive Milestone Finish-only | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| 20, '21 | | | | | | Jun 27, '21 | | | | | | | Jul 4, '21 | | | | | | | Jul 11, '21 | | | | | | | Jul 18, '21 | | | | | | | Jul 25, '21 | | | | | | | Aug S |
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| Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21 | | | | | | | | Task Inactive Summary External Tasks  Split Manual Task External Milestone  Milestone Duration-only Deadline  Summary Manual Summary Rollup Progress  Project Summary Manual Summary Manual Progress  Inactive Task Start-only  Inactive Milestone Finish-only | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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20, '21

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Jun 27, '21

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### Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21

Task Split

Milestone Summary Project Summary Inactive Task

Inactive Milestone

Inactive Summary Manual Task Duration-only

Manual Summary Rollup Manual Summary

Start-only Finish-only

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External Tasks External Milestone Deadline

Progress Manual Progress

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| 20, '21 | | | | | | Jun 27, '21 | | | | | | | Jul 4, '21 | | | | | | | Jul 11, '21 | | | | | | | Jul 18, '21 | | | | | | | Jul 25, '21 | | | | | | | Aug S |
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| **rogrammer,** | | | **System** | | **Tester** | | **& Analyst,UI/UX Des** | | | | | **igne** | **r** |  | | | | |  | |  | | | | |  | |  | | | | |  | |  | | | | |  | |
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| Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21 | | | | | | | | Task Inactive Summary External Tasks  Split Manual Task External Milestone  Milestone Duration-only Deadline  Summary Manual Summary Rollup Progress  Project Summary Manual Summary Manual Progress  Inactive Task Start-only  Inactive Milestone Finish-only | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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Jul 25, '21

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## Database Management,Kepala Project,Programmer,System Tester & Analyst,UI/UX Designer

**Database Management,Kepala Project,Programmer,System Tester & Analyst,UI/UX Designer**

**Database Management,Kepala Project,Programmer,System Tester & Analyst,UI/UX Designer Database Management,Kepala Project,Programmer,System Tester & Analyst,UI/UX Designer**



### Project: PPL4611\_KELOMPOK6\_ Date: Wed 3/24/21

Task Split

Milestone Summary Project Summary Inactive Task

Inactive Milestone

Inactive Summary Manual Task Duration-only

Manual Summary Rollup Manual Summary

Start-only Finish-only

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External Tasks External Milestone Deadline

Progress Manual Progress