**Elicitation Notes**

Sistem : Event Management

Metode : Diskusi

Sumber : User (Farah Raniah)

Tanggal Pelaksanaan :

1. Pendafaran pengguna





Data personal, data pengguna

1. Masuk ke dalam sistem



Data pengguna

1. Pembentukan event dan kepanitiaan melalui sistem iseoo.id



Detail Event, Detail Divisi, Panitia, Proposal

1. Persiapan Acara
   * 1. Notula



Task Name, Deskripsi Task,

Relasi ke proposal, Divisi terkait

* + 1. Bot Reminder



Task ID, Due Date

Reminder

* + 1. Daily Report



Task Name/ID, Progress (%), Notes

1. Realisasi, Dokumentasi, Laporan
   * 1. Final Report



History, Planning, Realisasi

|  |  |
| --- | --- |
| SCRUM TEAM | |
| Product Owner | Fajrin Pramestiningrum |
| Scrum Master | Imaduddin Haris Nasution |
| Development Team | Aziz Abdur Roziq |
| Dzaky Rifqiatha |
| M. Haekal Luthfi Syafrun |
| Hizkia Nowaly Tunay |
| Imaduddin Haris Nasution |

Pembuatan Aplikasi ***iseoo*** dengan Metodologi SCRUM

1. **Product Backlog**

|  |  |  |
| --- | --- | --- |
| No | Deskripsi | Estimasi (jam) |
| 1 | Analisis Awal | 10 |
| 2 | Sistem iseoo.id | 31 |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Backlog Description | Initial Estimate | Adjustment Factor | Adjustment Estimate | Work Remaining Until Completion | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 |
| Pendefinisian Proses | 4 | 0.5 | 6 | 2 | 2 | 2 | 0 | 0 | 0 |
| Perancangan Konseptual Sistem | 6 | 0.5 | 9 | 3 | 3 | 3 | 0 | 0 | 0 |
| Sprint-1 | 10 | 0.5 | 15 | 5 | 5 | 5 | 0 | 0 | 0 |
| Proses Perancangan Database | 5 | 0.5 | 7.5 | 0 | 2.5 | 2.5 | 2.5 | 0 | 0 |
| Proses Pendaftaran Pengguna | 3 | 0.5 | 4.5 | 0 | 1.5 | 1.5 | 1.5 | 0 | 0 |
| Proses Login | 3 | 0.5 | 4.5 | 0 | 1.5 | 1.5 | 1.5 | 0 | 0 |
| Sprint-2 | 11 | 0.5 | 16.5 | 0 | 5.5 | 5.5 | 5.5 | 0 | 0 |
| Proses Pembentukan Event & Kepanitiaan | 5 | 0.5 | 7.5 | 2.5 | 2 | 1 | 1 | 1 | 0 |
| Sprint-3 | 5 | 0.5 | 7.5 | 2.5 | 2 | 1 | 1 | 1 |  |
| Proses Notula | 5 | 0.5 | 7.5 | 1 | 1 | 1 | 2 | 2.5 | 0 |
| Sprint-4 | 5 | 0.5 | 7.5 | 1 | 1 | 1 | 2 | 2.5 |  |
| Proses Bot Reminder | 5 | 0.5 | 7.5 | 1 | 1 | 1 | 2.5 | 2 | 0 |
| Sprint-5 | 5 | 0.5 | 7.5 | 1 | 1 | 1 | 2.5 | 2 |  |
| Proses Daily Report | 5 | 0.5 | 7.5 | 2 | 1 | 2.5 | 1 | 1 | 0 |
| Sprint-6 | 5 | 0.5 | 7.5 | 2 | 1 | 2.5 | 1 | 1 | 0 |
| Proses Realisasi, Dokumentasi, dan Laporan | 4 | 0.5 | 6 | 0 | 0 | 2 | 2 | 2 | 0 |
| Future Sprint | 4 | 0.5 | 6 | 0 | 0 | 2 | 2 | 2 | 0 |
| Release |  |  |  | 11.5 | 15.5 | 16 | 12 | 6.5 |  |

1. **Sprint Backlog**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Sprint 1** | | | | | | | | |
| Task Description | Responsible | Task Status | Days in Sprint | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 |
| Pendefinisian Proses |  |  |  |  |  |  |  |  |
| Proses Autentikasi |  |  |  |  |  |  |  |  |
| Proses Membuat Event |  |  |  |  |  |  |  |  |
| Proses Membuat Notula |  |  |  |  |  |  |  |  |
| Proses Membuat Bot Reminder |  |  |  |  |  |  |  |  |
| Proses Membuat Daily Report |  |  |  |  |  |  |  |  |
| Perancangan Konseptual Sistem |  |  |  |  |  |  |  |  |
| Pendefinisian DFD level 0 |  |  |  |  |  |  |  |  |
| Pendefinisian DFD level 1 |  |  |  |  |  |  |  |  |
| Pendefinisian ERD |  |  |  |  |  |  |  |  |
| Pendefinisian Class Diagram |  |  |  |  |  |  |  |  |

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| **Sprint 2** | | | | | | | | |
| Task Description | Responsible | Task Status | Days in Sprint | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 |
| Proses Perancangan Database |  |  |  |  |  |  |  |  |
| Analisis Data |  |  |  |  |  |  |  |  |
| Perancangan Database |  |  |  |  |  |  |  |  |
| Perancangan Interface Authentikasi Data |  |  |  |  |  |  |  |  |
| Proses Pendaftaran Pengguna |  |  |  |  |  |  |  |  |
| Perancangan Interface Pendaftaran Web Usesr |  |  |  |  |  |  |  |  |
| Perancangan Interface Pendaftaran Android User |  |  |  |  |  |  |  |  |
| Perancangan Interface Pendaftaran IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Pendaftaran Web User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Pendaftaran Android User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Pendaftaran IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Pendaftaran untuk Server |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Pendaftaran untuk User |  |  |  |  |  |  |  |  |
| Penjelasan Interface |  |  |  |  |  |  |  |  |
| Proses Login |  |  |  |  |  |  |  |  |
| Perancangan Interface Login Web Usesr |  |  |  |  |  |  |  |  |
| Perancangan Interface Login Android User |  |  |  |  |  |  |  |  |
| Perancangan Interface Login IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Login Web User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Login Android User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Login IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Login untuk Server |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Login untuk User |  |  |  |  |  |  |  |  |
| Penjelasan Interface |  |  |  |  |  |  |  |  |

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| **Sprint 3** | | | | | | | | |
| Task Description | Responsible | Task Status | Days in Sprint | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 |
| Proses Pembentukan Event & Kepanitiaan |  |  |  |  |  |  |  |  |
| Perancangan Interface Pembentukan Event & Kepanitiaan Web Usesr |  |  |  |  |  |  |  |  |
| Perancangan Interface Pembentukan Event & Kepanitiaan Android User |  |  |  |  |  |  |  |  |
| Perancangan Interface Pembentukan Event & Kepanitiaan IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Pembentukan Event & Kepanitiaan Web User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Pembentukan Event & Kepanitiaan Android User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Pembentukan Event & Kepanitiaan IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Pembentukan Event & Kepanitiaan untuk Server |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Pembentukan Event & Kepanitiaan untuk User |  |  |  |  |  |  |  |  |
| Penjelasan Interface |  |  |  |  |  |  |  |  |

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| **Sprint 4** | | | | | | | | |
| Task Description | Responsible | Task Status | Days in Sprint | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 |
| Proses Notula |  |  |  |  |  |  |  |  |
| Perancangan Interface Notula Web Usesr |  |  |  |  |  |  |  |  |
| Perancangan Interface Notula Android User |  |  |  |  |  |  |  |  |
| Perancangan Interface Notula IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Notula Web User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Notula Android User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Notula IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Notula untuk Server |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Notula untuk User |  |  |  |  |  |  |  |  |
| Penjelasan Interface |  |  |  |  |  |  |  |  |

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| **Sprint 5** | | | | | | | | |
| Task Description | Responsible | Task Status | Days in Sprint | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 |
| Proses Bot Reminder |  |  |  |  |  |  |  |  |
| Perancangan Interface Bot Reminder Web Usesr |  |  |  |  |  |  |  |  |
| Perancangan Interface Bot Reminder Android User |  |  |  |  |  |  |  |  |
| Perancangan Interface Bot Reminder IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Bot Reminder Web User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Bot Reminder Android User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Bot Reminder IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Bot Reminder untuk Server |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Bot Reminder untuk User |  |  |  |  |  |  |  |  |
| Penjelasan Interface |  |  |  |  |  |  |  |  |

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| **Sprint 6** | | | | | | | | |
| Task Description | Responsible | Task Status | Days in Sprint | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 |
| Proses Daily Report |  |  |  |  |  |  |  |  |
| Perancangan Interface Daily Report Web Usesr |  |  |  |  |  |  |  |  |
| Perancangan Interface Daily Report Android User |  |  |  |  |  |  |  |  |
| Perancangan Interface Daily Report IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Daily Report Web User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Daily Report Android User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Daily Report IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Daily Report untuk Server |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Daily Report untuk User |  |  |  |  |  |  |  |  |
| Penjelasan Interface |  |  |  |  |  |  |  |  |

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| **Future Sprint (Proses Realisasi, Dokumentasi dan Laporan)** | | | | | | | | |
| Task Description | Responsible | Task Status | Days in Sprint | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 |
| Proses Realisasi, Dokumentasi dan Laporan |  |  |  |  |  |  |  |  |
| Pendefinisian Sistem |  |  |  |  |  |  |  |  |
| Perancangan Sistem (DFD, ERD) |  |  |  |  |  |  |  |  |
| Perancangan Interface Proses Realisasi, Dokumentasi dan Laporan Web Usesr |  |  |  |  |  |  |  |  |
| Perancangan Interface Proses Realisasi, Dokumentasi dan Laporan Android User |  |  |  |  |  |  |  |  |
| Perancangan Interface Proses Realisasi, Dokumentasi dan Laporan IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Proses Realisasi, Dokumentasi dan Laporan Web User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Proses Realisasi, Dokumentasi dan Laporan Android User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Proses Realisasi, Dokumentasi dan Laporan IOS User |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Proses Realisasi, Dokumentasi dan Laporan untuk Server |  |  |  |  |  |  |  |  |
| Penulisan Kode Program Proses Realisasi, Dokumentasi dan Laporan untuk User |  |  |  |  |  |  |  |  |
| Penjelasan Interface |  |  |  |  |  |  |  |  |