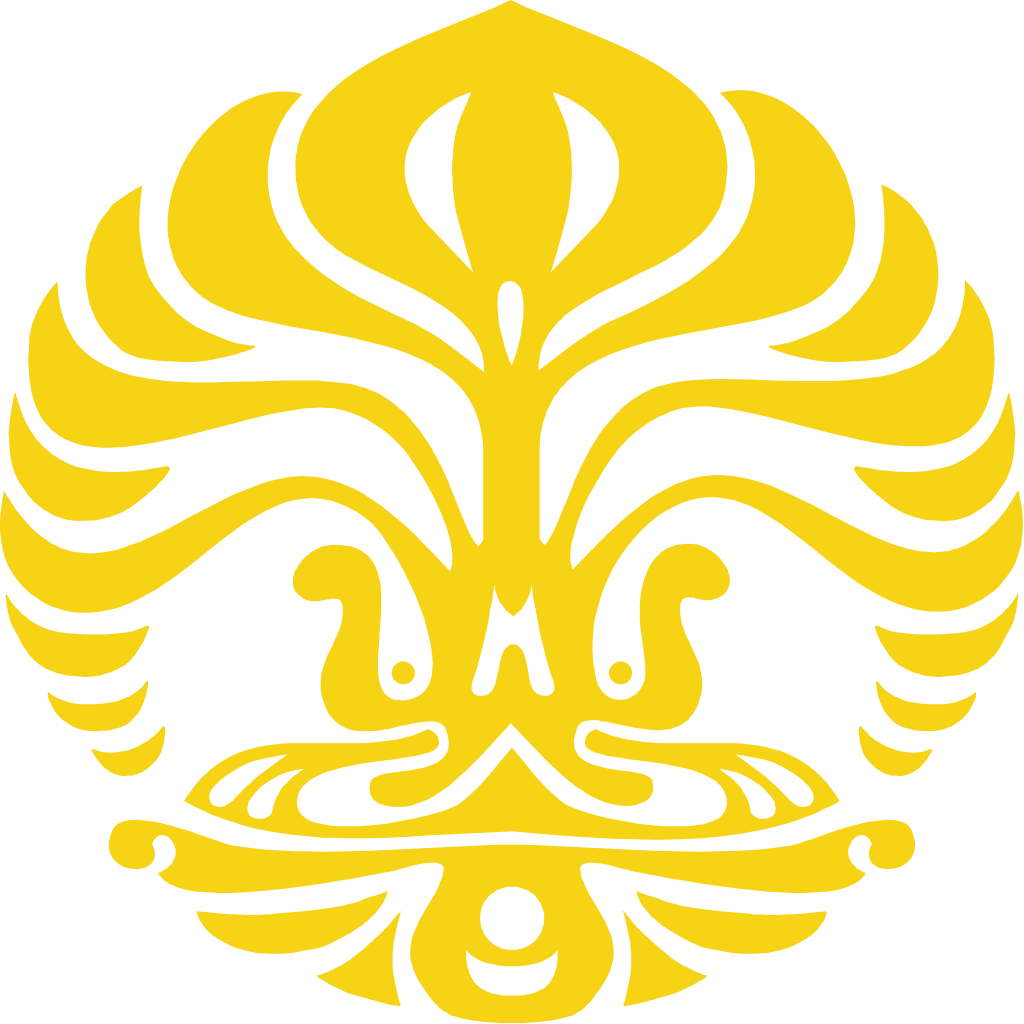
Motorcycle Parking Registration System



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# **Chapter 1**

* 1. **Introduction**

Before internet become popular like nowadays, internet only used to find information. All our affairs are troublesome, not efficient in time, and not transparent. For example, when we make a transaction in computer shop, we can be deceived by the seller because we don’t know the market price. Or we want to take a license for our business, we can be charged by illegal fees and take a long time.

But now, internet not only used to looking for information, we can see internet can take care of a lot of affairs and in many sectors. Especially with the development of Industry 4.0 with IoT technology, that internet become the backbone of that technology. The process also become efficient and more transparent. For example, Qlue is application that used for take the complaints for Jakarta residents. The complaints will be responded by relevant agencies in government and public can watch the process, whether it has been responded to or done.

This is the background of our group to used internet for administration in parking system in Faculty of Engineering

* 1. **Purpose**

Our main goal is to make parking system especially Faculty of Engineering easier. Currently, parking system using manual registration. Users have to come to parking management for registration. Registration only can be provided during working hours and users have to give the photocopy of STNK and KTM or similar identity.

With online system, users can register in anytime and anywhere so it will make parking registration easier. User only need internet connection and softcopy of STNK and KTM to make a registration. After that, parking management will get user information and verify the data.

* 1. **Target**

This program is targeted to civitas Faculty of Engineering that used motorcycle and parked it in Faculty of Engineering’s parking lot.

* 1. **Tools**
* Specification:
* Brower or,
* Android OS
* Development:
* Android Studio

This application is to make android application, we will integrate this application to website.

* Visual Studio Code

We will use HTML, PHP, Bootstrap, and another relevant programming language will be coded in this program. Also we use github to integrate our coding to the others.

* Xampp

Xampp is used for website simulation for front-end and back-end development.

* HARDWARE:
* PC
* Android phone
  1. **Risk Analysis**
* Experience problem

We must learn how to make a website, integrate it to internet, and make a relation to database. Android Studio also need to be learned to make this project.

* Time management problem

In this semester we also have project from other class that need to be finished. We must being smart in organizing our time to do this project because there are many lab works, homeworks from other class and many lessons from other class we must learn. Beside college activity, each of us follows and take part in organization.

* Collaboration problem

Because the hectic schedule, it is difficult to meet face to face to see the progress, to anticipate that we use Microsoft team for collaborative tools

**Chapter 2**

1. 1. **Project Integration Management**

Project integration management is to control all of project management through every step and process. All activities are controlled to achieve completion. And to make sure this project completed on time.

* 1. **Project Scope Management**

Scope management is needed to control this project objectives will complete. Through scope management project could be specified and structured. This project scope is to make registration become easier. It don’t need physical devices. This project mostly use software to develop the application.

* 1. **Project Time Management**

Time management is important thing we need to concern. It will consume much time to develop this project. We need to arrange our time, by planning time that we use to complete this project. The time of completion to this project

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Duty | Duration | Start | Finish | Leader |
| Planning | 3 days | 8/10/2018 | 11/10/2018 | Fadel |
| Analysis | 7 Days | 12/10/2018 | 19/10/2018 | Wito |
| Survey | 4 Days | 20/10/2018 | 24/10/2018 | Bassam |
| Design UI | 10 Days | 25/10/2018 | 4/11/2018 | Wito |
| Develop and Design | 10 Days | 5/11/2018 | 15/11/2018 | Fadel |
| Testing and Implementation | 14 days | 16/11/2018 | 30/11/2018 | Bassam |

* 1. **Project Cost Management**

Project Cost Management is important to allocating the budget. The cost used for this project is to rent the server and domain.

* 1. **Project Quality Management**

The user is very important to us. The quality of this project is needed to give best user experience. The ease of use of this project is developed effectively.

* 1. **Project Human Resources Management**

Project Human Resource Management involves planning project roles, responsibilities, required skills, reporting relationships, and staffing.

This table below is roles that we planned to work on this project. Every person have their own responsibilities. But it don’t make a barrier to separate us if some needed help.

|  |  |  |
| --- | --- | --- |
| Name | Role | Description |
| M Luthfi Mufadel | Project Leader, Programmer, Android Developer | * Lead and guide the team * Develop program * Develop android app * Create documentation |
| M Wito Malik | Programmer, UI Designer, Front-end Engineer, | * Develop program * Design interfac * Develop front-end * Create documentation |
| J Firdaus Bassam | Programmer, Back-end Engineer, UX Designer | * Develop program * Develop back-end * Design UX * Create documentation |

* 1. **Project Communication Management**
     1. **Information Distribution**

In managing our communication in this project, we thought that we won’t meet any difficulties, considering the communication will be easy to do because we often meet at our university and the fact that our house is not that far away from each other. For other times when we can’t meet each other, we will use Line application to do online sharing and discussing our project.

* + 1. **Information Distribution**

The information of this game progress will be published in the internet and social media so people will know acout our game progress.

* 1. **Project Risk Management**

Project risk management is the art and science of identifying, analyzing, and handling risks through the process of the project with the main purpose of meeting project objectives. Risk management has a positive impact on the selection of the project, defining the scope of the project, develop a realistic schedule, estimated costs to be incurred, and the most important is to handle errors from the application.

* + 1. **Risk Identification**

The risks of this project are focused to the weakness and error-features that may be happen next. Five categories of risk are identified:

• Programming (probability : medium)

In this project we need to understand about web programming (frontend and backend) and android programming. Lack of skill on using C# that may lead to delay on the project development.

• Design (probability : low)

The design should be review very critically, so it will make people want to play our game because of the good first impression of this game. Bad design won’t amuse player.

• Time shortage (probability : medium)

When tasks are failed to be done or if tasks are finished earlier, then the planning schedule need to be adjust with the situation.

• Sudden obstacles (probability : low)

Members probably meet obstacles in finishing the project, for example bad health condition because of get sick.

• Satisfaction (probability : high)

It could be happen if the users are not satisfy with the application, or some features can’t be used properly. Mistery and reasoning games needs to be make slowly so that th story and gameplay will not be boring and make player dont want to play anymore.

* + 1. **Risk Quantification**

If we can’t handle and solve the risks, so it can make our project goals fails, and the clients will be disappointed to not get the advantages from the features.

* + 1. **Risk Response Development**

To minimize the risks, the most important thing is we need to work hard in programming and manage time efficiently.

* + 1. **Risk Respond**

For each points of the risk, the response that we can do is planned like this:

• For the first point, it may be solved by thorough learning and limiting the usage of Unity to simple project.

• For the second and the third, we should consult the matter with the people who are good with designing

• For the third, we need to manage time well and ask other member if there are some problems to do the task so we can help each othee.

• For the fourth, just like the third point we need to tell other member if there are some obstacles or bad situation.

• And for the last, we need to think again about how to develop the system creatively and try to provide new features.

* 1. **Project Procurement Management**

This Procurement Management Plan sets the procurement framework for our game apllication. It will serve as a guide for managing the procurements throughout the life of the project and will be updated as acquisition needs change. This plan identifies and defines the items to be procured, and decision criteria. The importance of coordinating procurement activities, and metrics in measuring procurement activities is also included.

* + 1. **Project Planning**

The Project Leader will provide oversight and management in concert with appropriate agency procurement and management staff for all procurement activities under our project. The Project Leader will work with the project team to identify all items to be procured for the successful completion of the project.