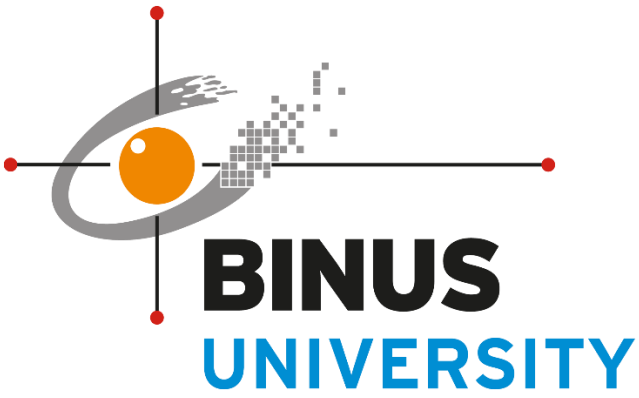


LAPORAN AOL SOFTWARE ENGINEERING – LN01

Kelompok 1 - “KOSUPLAY” – Website Marketplace Kostum Cosplay

Ignatius Arthur	**2502023410**
Clarien Cahyono	**2540121272**
Yohanes Andrew Wijaya	**2540126033**
Stefanus Jonatan	**2540134956**
Wen Sen Tan	**2540131046**

Universitas Bina Nusantara

Tangerang Selatan

2023

Biodata Kelompok

Kelas : LN01

Kelompok : 1

Mata Kuliah : Software Engineering

Anggota :

- Wen Sen Tan 2540131046
- Ignatius Arthur 2502023410
- Clarien Cahyono 2540121272
- Yohanes Andrew Wijaya 2540126033
- Stefanus Jonatan 2540134956

BAB 1. Latar Belakang

Perkembangan dunia fashion telah membawa pengaruh hampir ke seluruh penjuru dunia. Tak terkecuali pengaruh fenomena budaya pop di Jepang, atau yang sering disebut dengan cosplay. Pertama kali dikemukakan pada tahun 1984, cosplay terbentuk setelah Nobuyuki Takahashi, seorang reporter asal Jepang tertarik dengan kostum-kostum yang ditampilkan pada konvensi film Fiksi Ilmiah di Los Angeles, Amerika Serikat. Sederhananya, cosplay merupakan sebuah aktivitas untuk mengikuti/mengimitasi karakter fiksi maupun non-fiksi. Aktivitas cosplay ini tidak terlepas dari keunikan di setiap kostum dan karakternya, sehingga meningkatkan antusias orang-orang, terutama di kalangan remaja hingga dewasa. Hal ini sejalan dengan nilai pasar untuk kostum cosplay sebesar 4,625 juta dollar US pada tahun 2020, dan diperkirakan akan menyentuh angka 23,008.3 juta dollar US pada tahun 2030. Di Indonesia sendiri, sudah banyak event dan festival yang diadakan baik dalam skala kecil maupun besar dalam période dan tema tertentu. Akan hal tersebut, menjadikan beberapa cosplayer (*orang yang melakukan aktivitas cosplay*) memilih membeli dan melakukan custom/modifikasi pada kostumnya sehingga memiliki keunikannya sendiri .

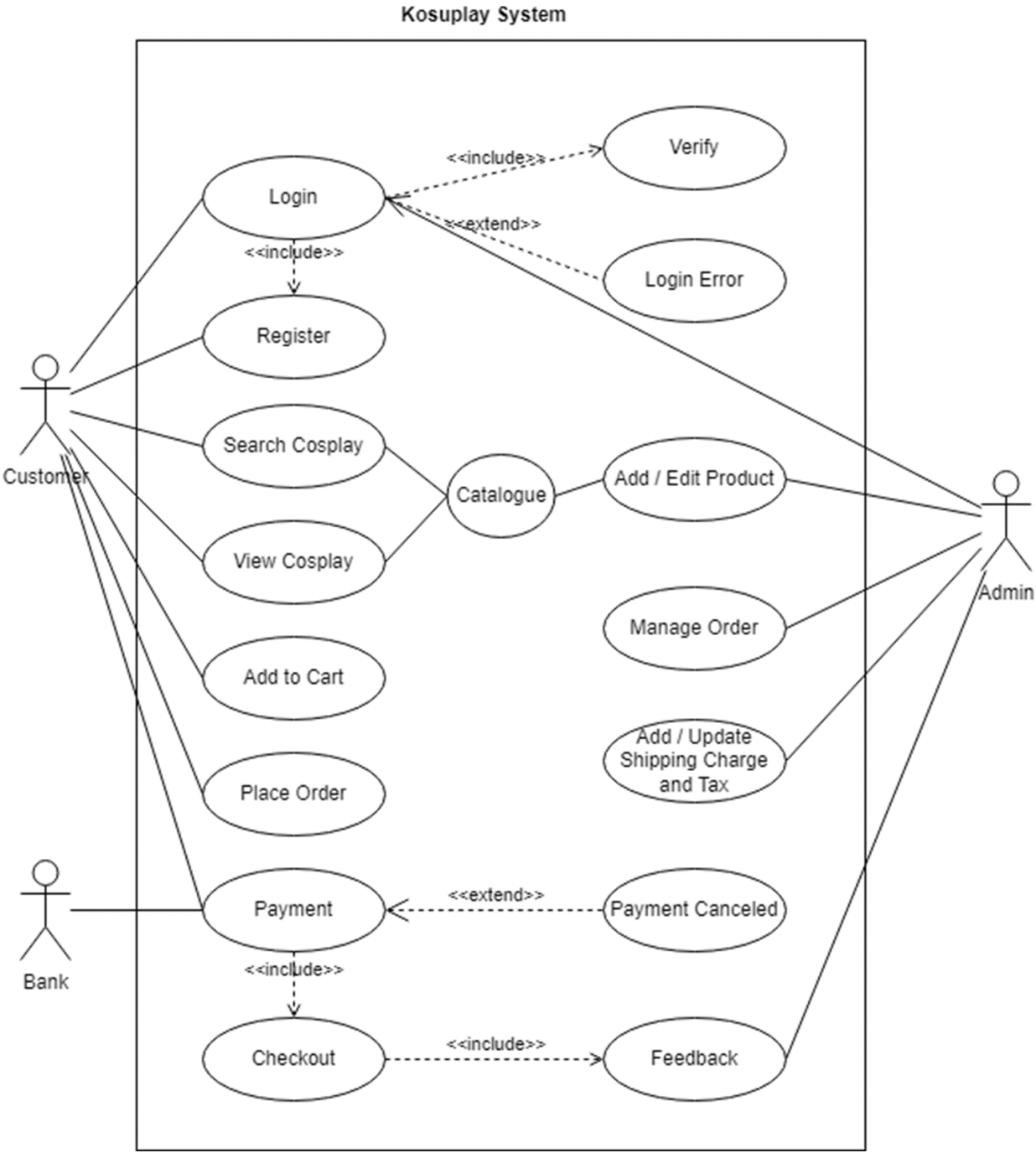
Hingga saat ini, kebanyakan penjual kostum menggunakan platform media sosial, seperti instagram, twitter, dan facebook. Penggunaan platform ini dipilih karena dianggap cukup mudah untuk diolah, serta banyak digunakan oleh seluruh kalangan masyarakat. Namun, dengan kemudahan tersebut, muncul beberapa masalah yang cukup serius, serta dapat merugikan baik dari pihak penjual maupun pembeli kostum itu sendiri, salah satunya adalah masalah penipuan. Dengan bentuk platform yang tidak dikhususkan untuk melakukan transaksi jual beli, membuat celah yang cukup besar bagi para pelaku penipuan untuk menampilkan produk palsu. Ditambah lagi, dengan transaksi yang tidak diawasi, memudahkan pelaku penipuan untuk membuat kebijakannya sendiri, yang dapat merugikan pembeli. Di samping itu, masalah-masalah seperti kemudahan pencarian produk yang diinginkan, informasi stok, dan lain-lainnya masih sulit terpenuhi menggunakan media sosial.

Maka dari itu, dibutuhkan sebuah platform yang mampu menjawab masalah-masalah tersebut, baik dalam bentuk website maupun aplikasi. Pada kesempatan kali ini, media website digunakan untuk membentuk sebuah sistem yang bisa melakukan transaksi penjualan dan pembelian kostum cosplay, lengkap dengan beberapa fitur pendukungnya, seperti search, kategori, informasi produk, dan lain-lainnya. Lewat website ini, pembeli dimudahkan dalam melakukan transaksi dengan adanya akun yang dapat menyimpan informasi alamat dan informasi metode pembayaran yang diberikan oleh user (pembeli). Website ini juga dapat

menjaga keamanan dan kenyamanan user dalam melakukan transaksi. Pada akhirnya, website ini diharapkan dapat membantu para cosplayer dengan menyediakan platform pembelian kostum cosplay yang aman, nyaman, dan mudah untuk digunakan.

BAB 2. Progress Pengembangan

1. Use Case



2. Use Case Narrative

Use Case	Login
Iteration	1
Last Modification	March 17th, 2023
Primary Actor	Customer must verify through email-verification code
Goal in Context	To access user account in Kosuplay
Preconditions	Customer must verify through email-verification code
Trigger	When customer want to access their account
Scenario	1. Customer enters *Kosuplay* website 2. Customer select *Log in* page 3. Customer fills the E-mail and password that has been registered 4. Customer click the *Log in* submit button
Exceptions	1. Incorrect E-mail 2. Incorrect Password 3. Incomplete E-mail or password
Priority	High
When Available	
Frequency of Use	Many times per day
Channel to Actor	Via *Log in* page
Secondary Actor	Admin
Channel to Secondary actor	Via *web management* page
Open Issues	1. Server down while customer fill the account

Use Case	Register
Iteration	1
Last Modification	March 17th, 2023
Primary Actor	Customer
Goal in Context	Customer create an account in Kosuplay (Become a member)
Preconditions	Customer must agree with the terms of policy
Trigger	When customer want to become a member in *Kosuplay*
Scenario	1. Customer enters *Kosuplay* website 2. Customer select the *Sign Up* page 3. Customer fill the information needed in the form 4. Customer agree with the *Kosuplay* terms of policy 5. Customer Click the *Sign Up* submit button
Exceptions	1. E-mail not registered in any E-mail Services 2. Password doesn't meet the requirements 3. Incomplete information (Such as name, gender, and email) 4. Didn't agree with the terms of policy
Priority	High
When Available	
Frequency of Use	Many times per day
Channel to Actor	Via *Register* page
Secondary Actor	Admin

Channel to Secondary actor	Via *account management* page
Open Issues	1. Server down while customer fill the information

Use Case	Search
Iteration	1
Last Modification	March 17th, 2023
Primary Actor	Customer
Goal in Context	Customer browses the catalog of cosplay
Preconditions	-
Trigger	Customer presses enter on search / presses the search button
Scenario	1. Customer enters Kosuplay website 2. Customer select search bar 3. Customer enters a query in the search bar 4. Customer hits enter / presses the search icon 5. Website displays results based on query
Exceptions	1. No results
Priority	Low
When Available	
Frequency of Use	Many times per day
Channel to Actor	Search bar
Secondary Actor	System (?)
Channel to Secondary Actor	
Open Issues	1. Server down while customer enters the query 2. Query does not match with any catalog items

Use Case	View Catalog
Iteration	1
Last Modification	March 17th, 2023
Primary Actor	Customer
Goal in Context	Customer can see the catalog of cosplay
Preconditions	-
Trigger	Customer mouse click to one of the Catalogs
Scenario	1. Customer enters Kosuplay website 2. Customer clicks to one of the Catalogs 3. Website display results based on the catalog which has been chosen 4. Customer hits enter / presses the search icon 5. Website displays results based on query
Exceptions	1. No results
Priority	Medium
When Available	
Frequency of Use	Many times per day
Channel to Actor	Image Catalog which custom into button

Secondary Actor	
Channel to Secondary Actor	
Open Issues	1. Server down while customer enters the query 2. Query result does not match with any catalog items

Use Case	Add to cart
Iteration	1
Last Modification	March 17th, 2023
Primary Actor	Customer
Goal in Context	Customer adds a listing of interest into cart to purchase
Preconditions	Customer must be logged in
Trigger	When customer presses "add to cart" on a listing
Scenario	1. Customer enters Kosuplay website 2. Customer logs in to their account 3. Customer views a listing 4. Customer adds listing to cart 5. Listing is saved to customer's account cart
Exceptions	1. Item is already in cart 2. An account is required to add to cart
Priority	Low
When Available	
Frequency of Use	varies
Channel to Actor	
Secondary Actor	Admin
Channel to Secondary Actor	Via order list page
Open Issues	1. Server down while customer adds listing to cart 2. Customer is not logged in

Use Case	Place Order
Iteration	1
Last Modification	March 17th, 2023
Primary Actor	Customer
Goal in Context	Customer fill all of the required fields to place order
Preconditions	1. Customer must be logged in 2. Customer must have wanted to rent product in chart
Trigger	When customer presses "place order" on chart
Scenario	1. Customer choose the wanted to checkout product in chart 2. Customer choose address 3. Customer choose shipping type
Exceptions	1. There is no product in cart 2. The quantity or stock is out from available range of stock 3. There is no available address for customer to select 4. There is no shipping available

Priority	High
When Available	
Frequency of Use	varies
Channel to Actor	Via Order Page
Secondary Actor	Admin
Channel to Secondary Actor	Via *Manage* on Admin View Page
Open Issues	1. Server down while customer fill the fields

Use Case	Payment
Iteration	1
Last Modification	March 17th, 2023
Primary Actor	Customer
Goal in Context	Customer pay the order
Preconditions	Customer need to select an item and put it in the cart
Trigger	When customer want to pay the items
Scenario	1
Exceptions	
Priority	High
When Available	1
Frequency of Use	Many times per day
Channel to Actor	Via *payment* page
Secondary Actor	Bank, admin
Channel to Secondary Actor	
Open Issues	

Use Case	Checkout
Iteration	1
Last Modification	March 24th, 2023
Primary Actor	Customer
Goal in Context	the customer wants his/her order to be processed
Preconditions	Customer need to finish his/her payment
Trigger	When customer want to confirm the order
Scenario	1. Customer enters Kosuplay website 2. Customer select item from the catalog 3. Customer choose the payment method 4. Customer checkout the item
Exceptions	1. The payment process failed 2. Customer cancelled the order
Priority	High
When Available	
Frequency of Use	Many times per day
Channel to Actor	Via checkout page
Secondary Actor	Admin

Channel to Secondary Actor	Via order list page
Open Issues	1. Server down while customer open the checkout page

Use Case	Add product
Iteration	1
Last Modification	March 24th, 2023
Primary Actor	Admin
Goal in Context	Admin want to add a product to the catalog
Preconditions	Admin must logged in into the admin account
Trigger	When admin want to add new product to the catalog
Scenario	1. Admin enter Kosuplay website 2. Admin logged in into Admin account 3. Admin enter add product page 4. Admin fill the product information 5. Admin click the "add" button
Exceptions	1. Empty information
Priority	High
When Available	
Frequency of Use	Infrequently
Channel to Actor	Via manage product page
Secondary Actor	Customer
Channel to Secondary Actor	Via catalog page
Open Issues	1. Server down while admin on the add product page

Use Case	Edit product
Iteration	1
Last Modification	March 24th, 2023
Primary Actor	Admin
Goal in Context	Admin want to edit a product from the catalog
Preconditions	There must be at least one product in the catalog
Trigger	When admin want to edit a product information from the catalog
Scenario	1. Admin enter Kosuplay website 2. Admin logged in into Admin account 3. Admin enter add product page 4. Admin click the "Edit" button 5. Admin edit the information 5. Admin click the "Save" button
Exceptions	1. There is no item in the catalog
Priority	Medium
When Available	
Frequency of Use	Infrequently
Channel to Actor	Via manage product page
Secondary Actor	Customer

Channel to Secondary Actor	Via catalog page
Open Issues	1. Server down while admin on the edit product page

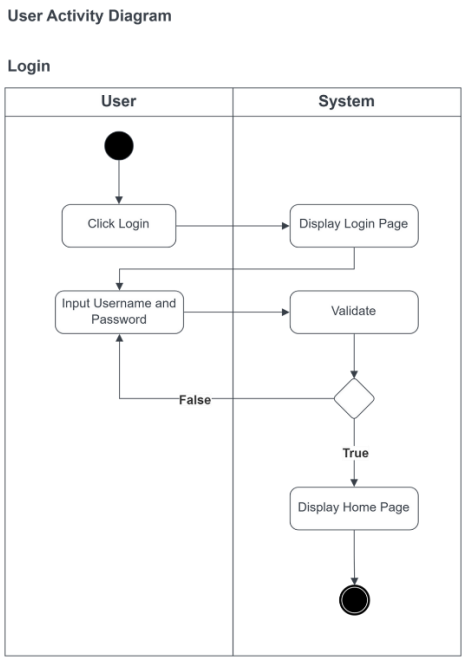
Use Case	Manage order
Iteration	1
Last Modification	March 24th, 2023
Primary Actor	Admin
Goal in Context	Admin process the order from the customer
Preconditions	There must be an order form the customer
Trigger	When customer order something from the store
Scenario	1. Admin enter Kosuplay website 2. Admin logged in into the admin account 3. Admin open the order list page 4. Admin choose the order that want to be process
Exceptions	1. There is no order from the customer 2. Customer cancelled the order
Priority	High
When Available	
Frequency of Use	Many times per day
Channel to Actor	Via order list page
Secondary Actor	Customer
Channel to Secondary Actor	Via transaction page
Open Issues	1. Server down while admin open the order list page 2. Admin failed to log in

Use Case	Add Shipping Charge and Tax
Iteration	1
Last Modification	March 17th, 2023
Primary Actor	Admin
Goal in Context	Admin add type or value of shipping charge and tax
Preconditions	1. Product is available for shipping 2. Charge and tax is appliable for shipping
Trigger	when admin choose to add shipping charge and tax
Scenario	1. Admin choose available shipping type 2. Admin choose to add shipping charge and tax
Exceptions	1. Incorrect shipping type 2. Value of charge and tax is wrong
Priority	High
When Available	
Frequency of Use	infrequently
Channel to Actor	Via *Manage* on Admin View Page
Secondary Actor	

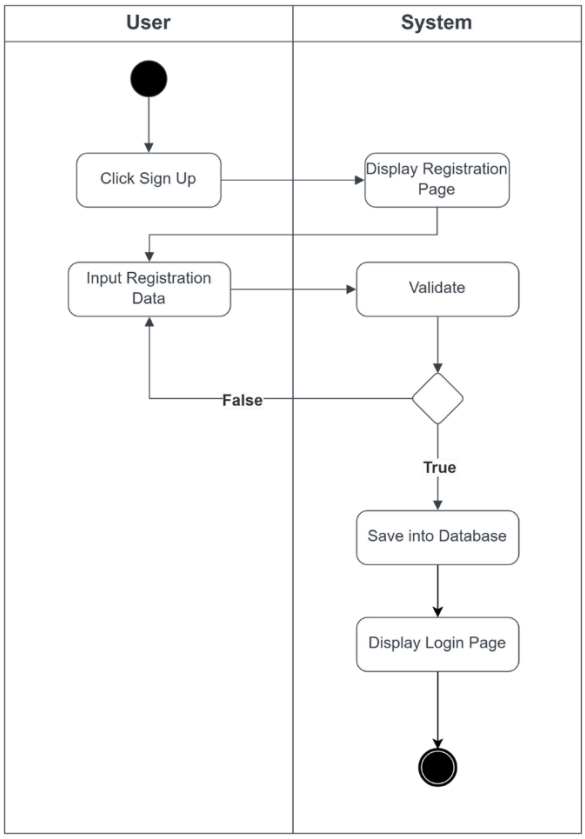
Channel to Secondary Actor	
Open Issues	1. Server down while admin add shipping charge and tax 2. Admin failed to log in

Use Case	Update Shipping Charge and Tax
Iteration	1
Last Modification	March 17th, 2023
Primary Actor	Admin
Goal in Context	Admin update type or value of shipping charge and tax
Preconditions	1. There is already an option of shipping charge and tax 2. Charge and tax is appliable for shipping
Trigger	when admin choose to update shipping charge and tax
Scenario	1. Admin choose available shipping charge and tax 2. Admin choose to update value of shipping charge and tax
Exceptions	1. Available shipping charge and tax is not selected 2. Value of charge and tax is wrong
Priority	High
When Available	
Frequency of Use	infrequently
Channel to Actor	Via *Manage* on Admin View Page
Secondary Actor	
Channel to Secondary Actor	
Open Issues	1. Server down while admin update shipping charge and tax 2. Admin failed to log in

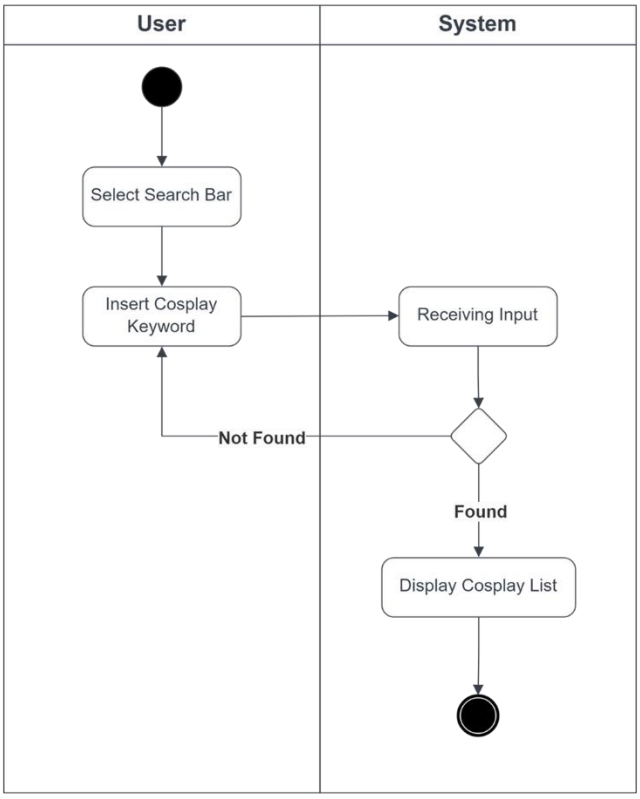
3. Activity Diagram



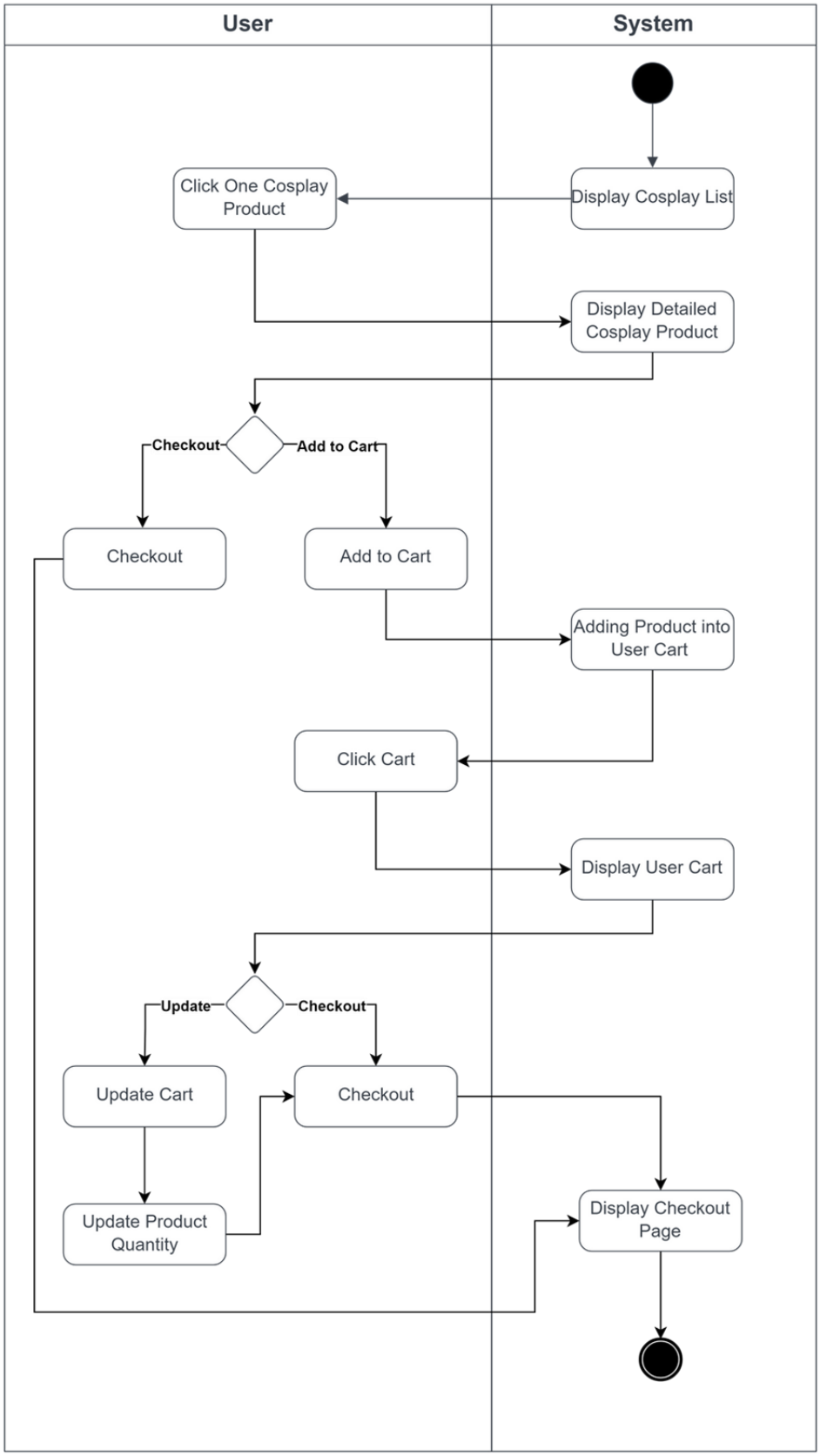
Registration



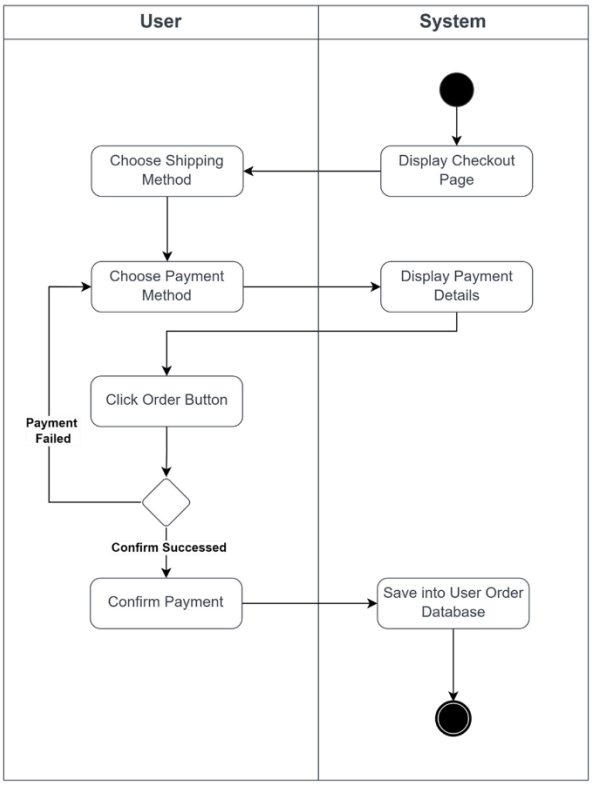
Search Cosplay



Checkout

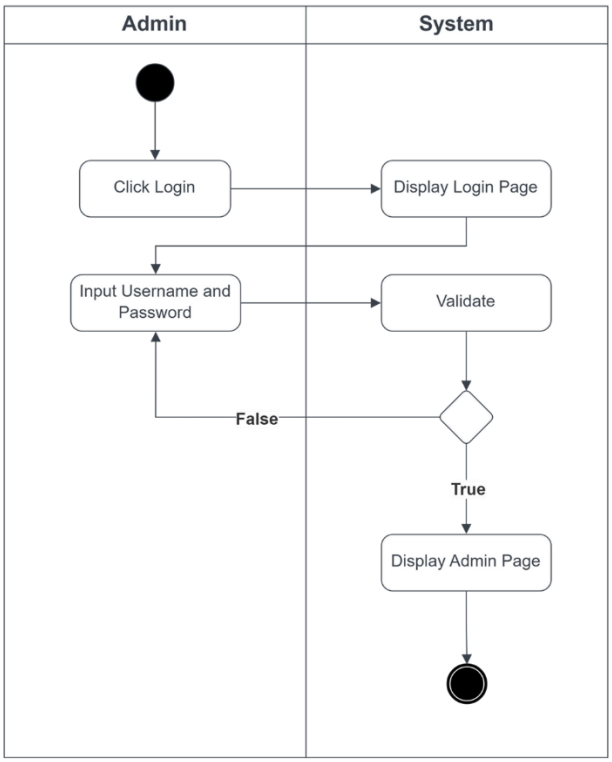

User
System
Click One Cosplay Product
Display Cosplay List
Display Detailed Cosplay Product
Checkout
Add to Cart
Checkout
Add to Cart
Adding Product into User Cart
Click Cart
Display User Cart
Update
Checkout
Update Cart
Checkout
Update Product Quantity
Display Checkout Page

Order

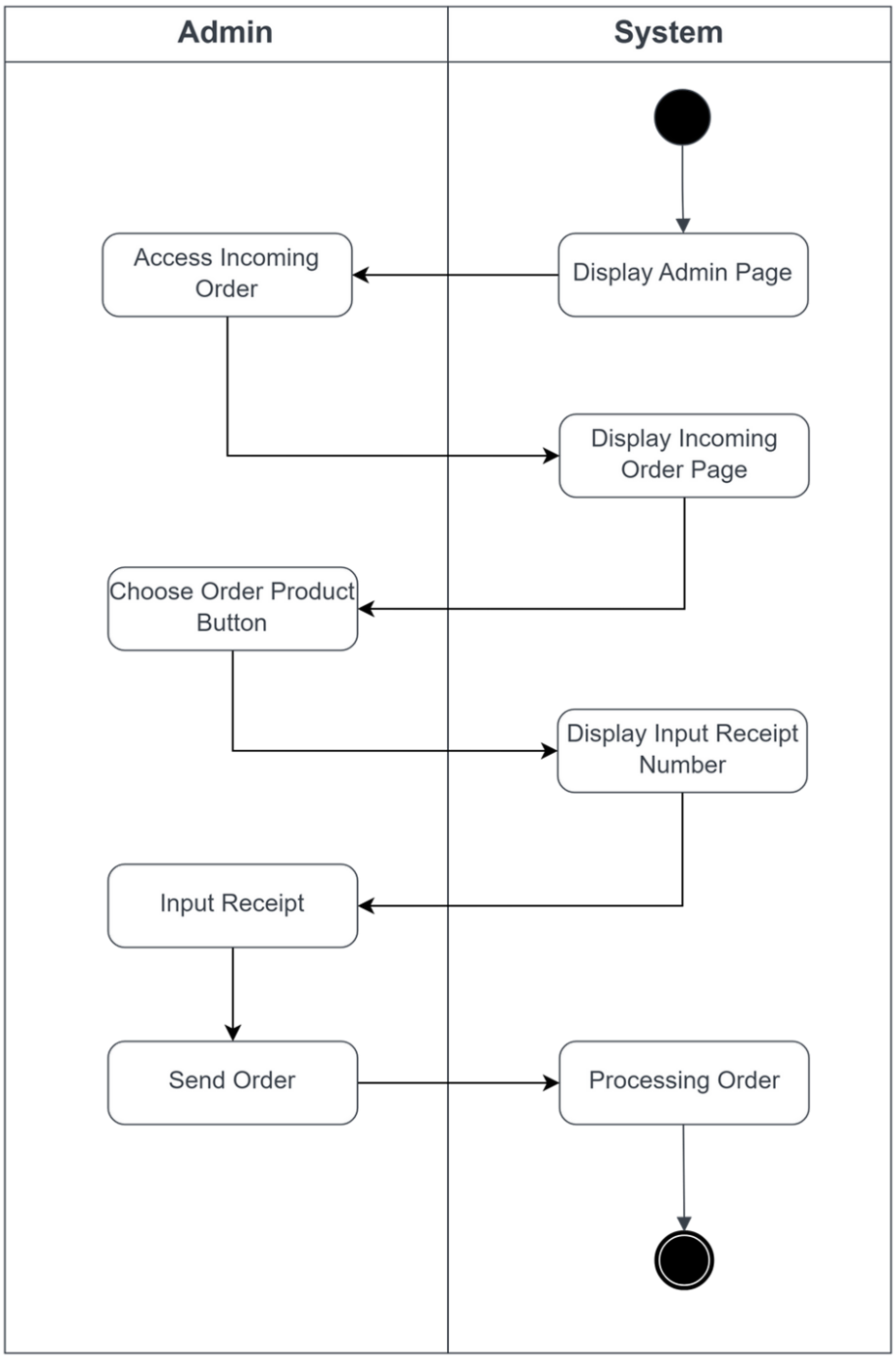


Admin Activity Diagram

Login



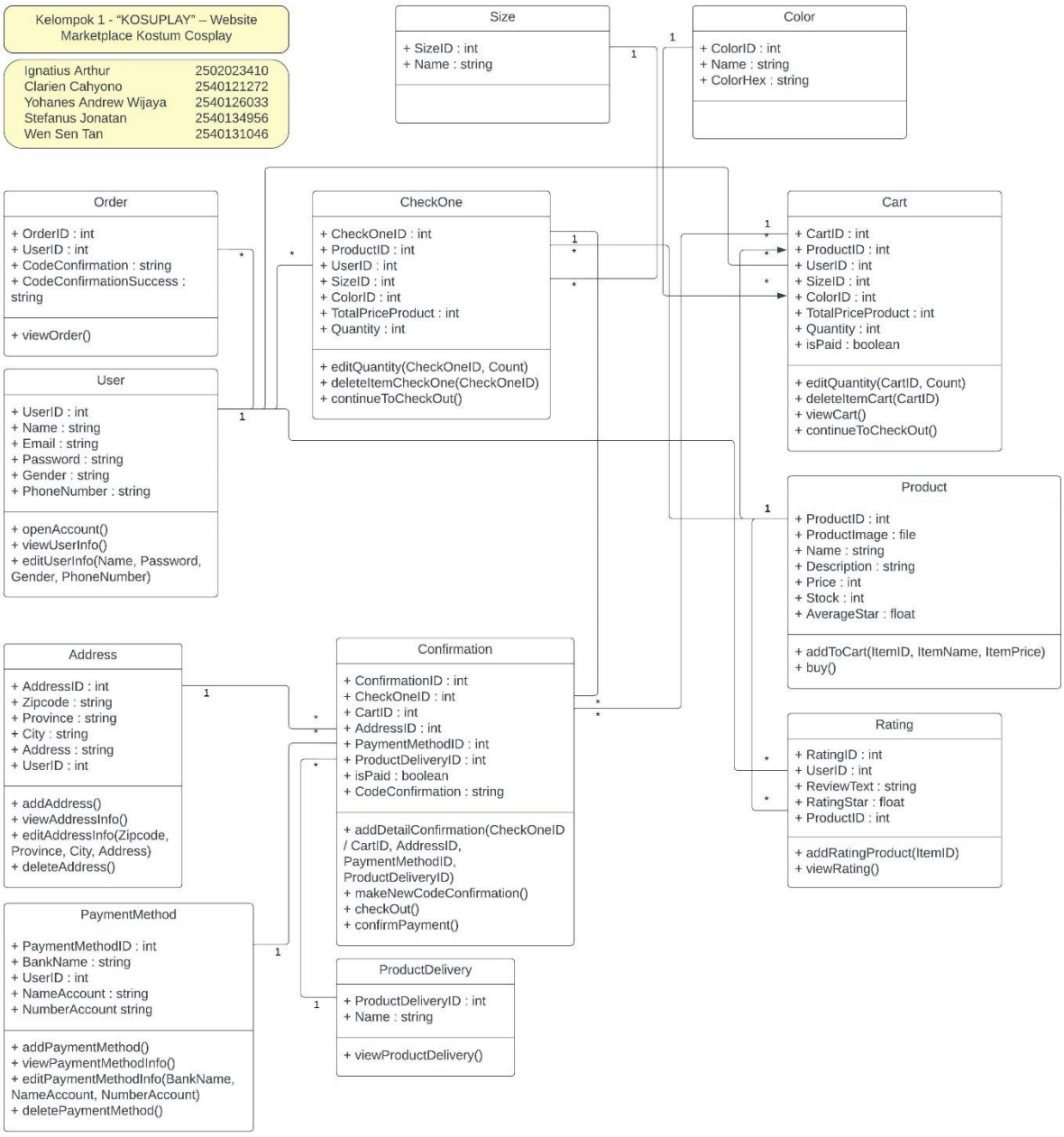
Manage Transactions



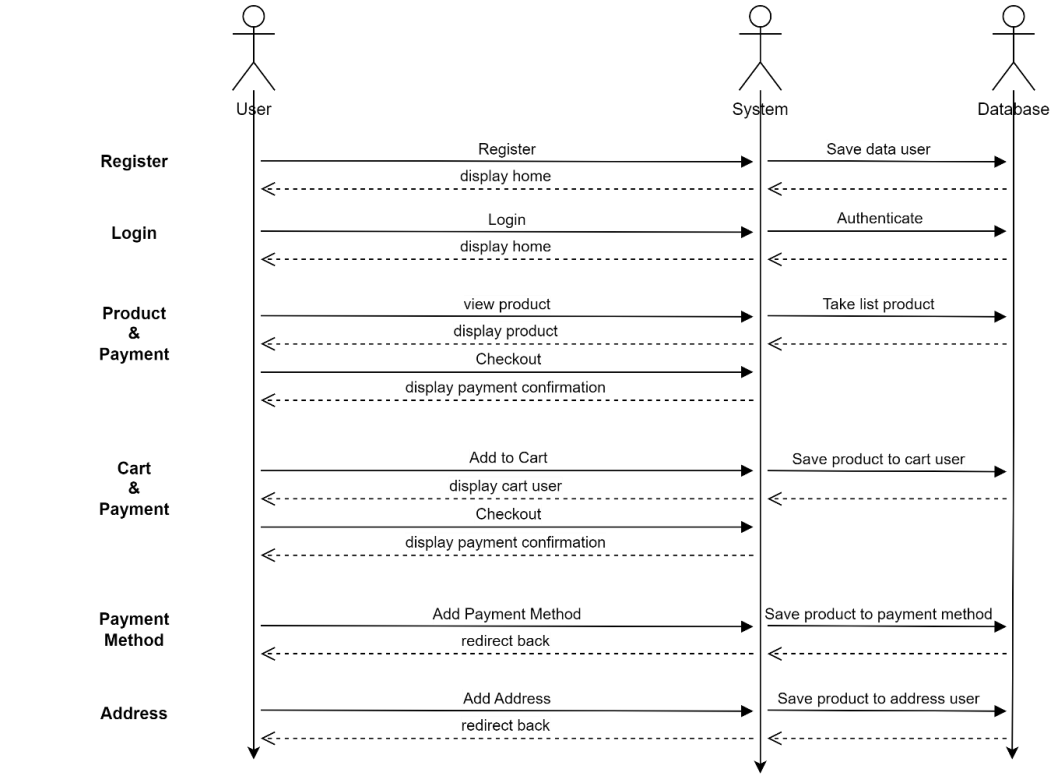
- **Test Case Scenario**

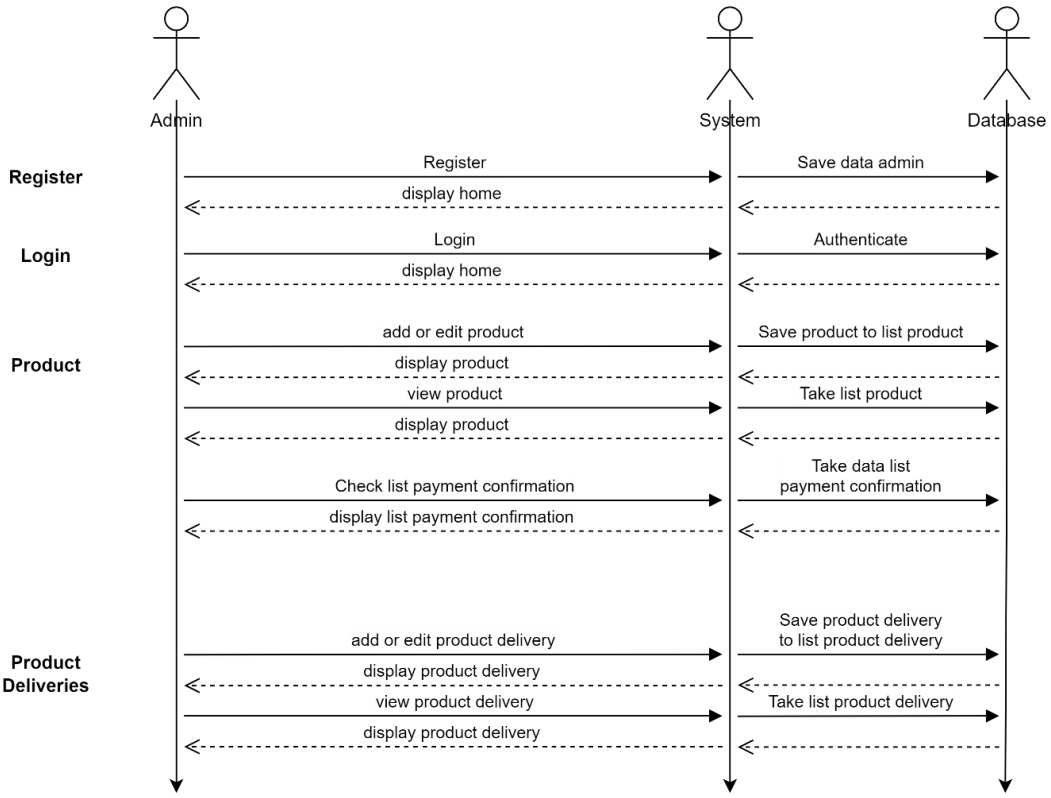
Test Scenario Number	Requirement	Test Scenario Description
1	S1.1	Check the Login Functionality
2	S1.2	Check the Register Functionality
3	S1.3	Check the Search Functionality
4	S1.4	Check the Order Placement Functionality
5	S1.5	Check the Add to Cart Functionality
6	S1.6	Check the Cart Checkout Functionality
7	S1.7	Check the Payment Functionality
8	S1.8	Check the Admin Add Product Functionality
9	S1.9	Check the Order Management Functionality
10	S1.10	Check the Edit Product Functionality
11	S1.11	Check the Additional Charges Functionality

- **Class Diagram**



- **Sequence Diagram**





BAB 3. Hasil Pengembangan

- **Design UI pada Figma**

  https://www.figma.com/file/srHxWEZkhv0d2gGF2Lm8Qd/Prototype_SE?type=design&node-id=0%3A1&mode=design&t=gz5xxmIEpC7PH2g2-1

- **Produk website pada Github**

  https://github.com/wensen2525/Software-Engineer.git