

## DAFTAR ISI

|                                             |             |
|---------------------------------------------|-------------|
| <b>COVER .....</b>                          | <b>i</b>    |
| <b>LEMBAR PENGESAHAN .....</b>              | <b>ii</b>   |
| <b>LEMBAR PERNYATAAN ORISINALITAS .....</b> | <b>iii</b>  |
| <b>ABSTRAK .....</b>                        | <b>iv</b>   |
| <b>ABSTRACT .....</b>                       | <b>vi</b>   |
| <b>KATA PENGANTAR.....</b>                  | <b>viii</b> |
| <b>DAFTAR ISI.....</b>                      | <b>ix</b>   |
| <b>DAFTAR TABEL .....</b>                   | <b>xii</b>  |
| <b>DAFTAR GAMBAR.....</b>                   | <b>xiii</b> |
| <b>DAFTAR LAMPIRAN.....</b>                 | <b>xvi</b>  |
| <b>DAFTAR ISTILAH .....</b>                 | <b>xvii</b> |
| <b>BAB I PENDAHULUAN.....</b>               | <b>1</b>    |
| 1.1. Latar Belakang .....                   | 1           |
| 1.2. Rumusan Masalah .....                  | 3           |
| 1.3. Tujuan Penelitian.....                 | 3           |
| 1.4. Batasan dan Asumsi Penelitian .....    | 4           |
| 1.4.1. Batasan Penelitian .....             | 4           |
| 1.4.2. Asumsi Penelitian.....               | 5           |
| 1.5. Manfaat Penelitian.....                | 5           |
| 1.6. Sistematika Penulisan.....             | 6           |
| <b>BAB II LANDASAN TEORI .....</b>          | <b>8</b>    |
| 2.1. Literatur Terkait .....                | 8           |
| 2.1.1. Penelitian Terdahulu.....            | 8           |
| 2.1.2. Rooftop Farming Center.....          | 9           |
| 2.1.3. Aplikasi Mobile.....                 | 9           |

|                                            |                                           |           |
|--------------------------------------------|-------------------------------------------|-----------|
| 2.1.4.                                     | Sistem Penjualan .....                    | 10        |
| 2.1.5.                                     | Design Thinking .....                     | 10        |
| 2.1.6.                                     | Agile .....                               | 11        |
| 2.1.7.                                     | Scrum.....                                | 12        |
| 2.1.8.                                     | Kombinasi Design Thinking dan Scrum ..... | 13        |
| 2.1.9.                                     | Black-box Testing .....                   | 14        |
| 2.1.10.                                    | System Usability Scale .....              | 14        |
| 2.1.11.                                    | User Acceptance Testing.....              | 15        |
| 2.1.12.                                    | Flutter .....                             | 15        |
| 2.1.13.                                    | Node Js .....                             | 16        |
| 2.1.14.                                    | MySQL.....                                | 17        |
| 2.1.15.                                    | Payment Gateway .....                     | 17        |
| 2.1.16.                                    | MidTrans .....                            | 18        |
| 2.2.                                       | Alasan Pemilihan Metode.....              | 19        |
| <b>BAB III METODOLOGI PENELITIAN .....</b> |                                           | <b>21</b> |
| 3.1.                                       | Sistematika Penyelesaian Masalah .....    | 21        |
| 3.1.1.                                     | Observasi dan Wawancara .....             | 22        |
| 3.1.2.                                     | Studi Literatur.....                      | 22        |
| 3.1.3.                                     | Design Thinking Phase.....                | 23        |
| 3.1.4.                                     | Initial Development Phase.....            | 28        |
| 3.1.5.                                     | Fully Integrated Phase .....              | 30        |
| 3.1.6.                                     | Analisis dan Evaluasi .....               | 34        |
| 3.1.7.                                     | Penarikan Kesimpulan.....                 | 35        |
| 3.1.8.                                     | Penulisan Laporan .....                   | 35        |
| 3.2.                                       | Alat dan Bahan Penelitian .....           | 35        |
| 3.2.1.                                     | Perangkat Keras.....                      | 36        |

|                                                       |                                               |            |
|-------------------------------------------------------|-----------------------------------------------|------------|
| 3.2.2.                                                | Perangkat Lunak .....                         | 36         |
| 3.3.                                                  | Arsitektur Sistem .....                       | 37         |
| 3.4.                                                  | Aktor .....                                   | 38         |
| 3.5.                                                  | Kebutuhan Fungsional dan Non Fungsional ..... | 39         |
| 3.5.2.                                                | Kebutuhan Non Fungsional .....                | 43         |
| 3.6.                                                  | Jadwal Penelitian .....                       | 44         |
| <b>BAB IV Implementasi dan Pengumpulan Data .....</b> |                                               | <b>46</b>  |
| 4.1.                                                  | Implementasi Design Thinking dan Scrum .....  | 46         |
| 4.1.1.                                                | Design Thinking Phase .....                   | 46         |
| 4.1.2.                                                | Initial Development Phase .....               | 60         |
| 4.1.3.                                                | Fully Integrated Phase .....                  | 66         |
| 4.2.                                                  | Pengumpulan Data .....                        | 145        |
| 4.2.1.                                                | Persiapan Pengujian .....                     | 145        |
| 4.2.2.                                                | Pelaksanaan Pengujian .....                   | 145        |
| 4.2.3.                                                | Hasil Pengujian .....                         | 146        |
| <b>BAB V Analisis dan Pembahasan .....</b>            |                                               | <b>149</b> |
| 5.1.                                                  | Penerapan <i>DT@Scrum</i> .....               | 149        |
| 5.2.                                                  | <i>System Usability Scale</i> .....           | 151        |
| 5.3.                                                  | <i>Blackbox Testing</i> .....                 | 151        |
| <b>BAB VI Kesimpulan dan Saran .....</b>              |                                               | <b>153</b> |
| 6.1.                                                  | Kesimpulan .....                              | 153        |
| 6.2.                                                  | Saran .....                                   | 156        |
| 6.3.                                                  | <i>User Acceptance Testing</i> .....          | 158        |
| <b>DAFTAR PUSTAKA .....</b>                           |                                               | <b>159</b> |
| <b>LAMPIRAN .....</b>                                 |                                               | <b>162</b> |