

## DAFTAR ISI

|                                                        |           |
|--------------------------------------------------------|-----------|
| LEMBAR PENGESAHAN .....                                | ii        |
| LEMBAR PERNYATAAN ORISINALITAS .....                   | iii       |
| ABSTRAK .....                                          | iv        |
| <i>ABSTRACT</i> .....                                  | v         |
| KATA PENGANTAR.....                                    | vi        |
| DAFTAR ISI.....                                        | viii      |
| DAFTAR GAMBAR.....                                     | xii       |
| DAFTAR TABEL .....                                     | xviii     |
| DAFTAR LAMPIRAN .....                                  | xxiv      |
| DAFTAR ISTILAH .....                                   | xxv       |
| <b>BAB I PENDAHULUAN.....</b>                          | <b>26</b> |
| 1.1    Latar Belakang .....                            | 26        |
| 1.2    Perumusan Masalah.....                          | 30        |
| 1.3    Tujuan Penelitian.....                          | 31        |
| 1.4    Batasan Penelitian .....                        | 31        |
| 1.5    Manfaat Penelitian.....                         | 32        |
| 1.6    Sistematika Penulisan.....                      | 32        |
| <b>BAB II TINJAUAN PUSTAKA.....</b>                    | <b>34</b> |
| 2.1    Penelitian Terdahulu.....                       | 34        |
| 2.2    Dasar Teori .....                               | 39        |
| 2.2.1    Usaha, Mikro, Kecil, dan Menengah (UMKM)..... | 39        |
| 2.2.2 <i>E-commerce</i> .....                          | 40        |
| 2.2.3 <i>iGamerWorld</i> Surabaya.....                 | 41        |
| 2.2.4    Sistem Informasi .....                        | 42        |
| 2.2.6    React JS .....                                | 44        |

|                                            |                                                                 |           |
|--------------------------------------------|-----------------------------------------------------------------|-----------|
| 2.2.7                                      | Javascript.....                                                 | 44        |
| 2.2.8                                      | Laravel.....                                                    | 45        |
| 2.2.9                                      | MySQL.....                                                      | 46        |
| 2.2.10                                     | SDLC .....                                                      | 47        |
| 2.2.11                                     | Metode <i>Extreme Programming</i> .....                         | 49        |
| 2.2.12                                     | <i>T-Shirt Sizing Agile</i> .....                               | 51        |
| 2.2.13                                     | <i>Unified Modelling Language (UML)</i> .....                   | 52        |
| 2.2.14                                     | <i>Use Case Diagram</i> .....                                   | 53        |
| 2.2.15                                     | <i>Activity Diagram</i> .....                                   | 57        |
| 2.2.16                                     | <i>Class Diagram</i> .....                                      | 58        |
| 2.2.17                                     | <i>Entity Relationship Diagram (ERD)</i> .....                  | 62        |
| 2.2.18                                     | <i>Black Box Testing</i> .....                                  | 65        |
| 2.2.19                                     | <i>White Box Testing</i> .....                                  | 66        |
| 2.2.20                                     | <i>User Acceptance Testing (UAT)</i> .....                      | 67        |
| <b>BAB III METODOLOGI PENELITIAN .....</b> |                                                                 | <b>68</b> |
| 3.1                                        | Kerangka Pemecahan Masalah / Pengembangan Model Konseptual ..   | 68        |
| 3.2                                        | Sistematika Penyelesaian Masalah .....                          | 69        |
| 3.2.1                                      | Perumusan dan Identifikasi Permasalahan.....                    | 71        |
| 3.2.2                                      | Pengumpulan Data .....                                          | 72        |
| 3.2.3                                      | Fase Analisis dan Perencanaan Sistem .....                      | 72        |
| 3.2.4                                      | Tahap Iteration .....                                           | 74        |
| 3.2.5                                      | Pembuatan Laporan dan Dokumentasi.....                          | 75        |
| 3.3                                        | Pengolahan Data atau Proses Pengembangan Produk / Artifak ..... | 76        |
| 3.3.1                                      | Pengolahan data .....                                           | 76        |
| 3.3.2                                      | Perancangan Perangkat Lunak .....                               | 76        |
| 3.3.3                                      | Pengembangan Perangkat Lunak .....                              | 78        |

|                                              |                                                 |           |
|----------------------------------------------|-------------------------------------------------|-----------|
| 3.4                                          | Alasan Pemilihan Metode.....                    | 80        |
| 3.5                                          | Rencana Jadwal Kegiatan.....                    | 84        |
| <b>BAB IV ANALISIS DAN PERANCANGAN .....</b> |                                                 | <b>86</b> |
| 4.1                                          | User Stories Setiap Role.....                   | 86        |
| 4.1.1                                        | User Stories Role Super Admin .....             | 86        |
| 4.1.2                                        | User Stories Role Admin .....                   | 91        |
| 4.1.3                                        | User Stories Role Pelanggan.....                | 101       |
| 4.1.4                                        | User Stories Role Guest .....                   | 111       |
| 4.2                                          | Kebutuhan Fungsional dan Non-Fungsional .....   | 113       |
| 4.2.1                                        | Kebutuhan Fungsional .....                      | 113       |
| 4.2.2                                        | Kebutuhan Non-Fungsional .....                  | 119       |
| 4.3                                          | Iteration plan.....                             | 119       |
| 4.3.1                                        | <i>Story Point T-Shirt Sizing</i> .....         | 124       |
| 4.3.2                                        | Tahapan Iterasi dalam Pengembangan Website..... | 124       |
| 4.4                                          | Desain atau Perancangan Sistem .....            | 129       |
| 4.4.1                                        | <i>Use Case Diagram</i> .....                   | 129       |
| 4.4.2                                        | <i>Entity Relationship Diagram</i> .....        | 130       |
| 4.5                                          | Proses Perancangan Iterasi Pertama .....        | 132       |
| 4.5.1                                        | <i>Design System</i> .....                      | 132       |
| 4.6                                          | Proses Pengembangan Iterasi kedua.....          | 162       |
| 4.6.1                                        | <i>Design System</i> .....                      | 162       |
| 4.7                                          | Proses Pengembangan Iterasi ketiga .....        | 195       |
| 4.7.1                                        | <i>Design System</i> .....                      | 195       |
| 4.8                                          | Proses Pengembangan Iterasi keempat.....        | 227       |
| 4.8.1                                        | <i>Design System</i> .....                      | 227       |
| 4.9                                          | Class Diagram .....                             | 289       |

|                                                                      |            |
|----------------------------------------------------------------------|------------|
| <b>BAB V ANALISIS DAN PEMBAHASAN.....</b>                            | <b>290</b> |
| 5.1    Proses Pengembangan Aplikasi dan Pengujian.....               | 290        |
| 5.1.1    Iterasi 1 .....                                             | 290        |
| 5.1.2    Iterasi 2.....                                              | 319        |
| 5.1.3    Iterasi 3.....                                              | 350        |
| 5.1.4    Iterasi 4.....                                              | 382        |
| 5.2    Pengujian Aplikasi <i>Whitebox Testing</i> .....              | 455        |
| 5.3    Pengujian Aplikasi <i>User Acceptance Testing (UAT)</i> ..... | 457        |
| <b>BAB VI KESIMPULAN DAN SARAN.....</b>                              | <b>476</b> |
| 6.1    Kesimpulan.....                                               | 476        |
| 6.2    Saran .....                                                   | 476        |
| <b>DAFTAR PUSTAKA .....</b>                                          | <b>478</b> |
| <b>LAMPIRAN.....</b>                                                 | <b>485</b> |