ABSTRACT

There are still many food ordering systems in restaurants/cafes that use the conventional ordering process, not a few problems that can arise by continuing to use this ordering system as the digital world develops. Problems that usually occur are queues to place food orders, waiting to be served at the table or ignorance of order status, order miscommunication, and other things. These problems led the EatAja team to develop a digital food ordering system to overcome problems that occur in the existing food ordering system. However, the EatAja team needs a website *tools dashboard* that functions as an information platform about EatAja partners and *transaction*s that occur in the EatAja application. These *tools* are needed to make it easier for the EatAja team to communicate with partners, and make it easier to get information if there are problems with partners who have collaborated. In addition, this tool can be used as a source of information that can be used by the team to take further actions according to the information obtained, such as *user* growth, *transaction*s, etc. This website will be developed using the extreme programming method using the vue.js framework, as well as testing using unit testing and blackbox testing. In the process of making this website *dashboard* function, the author explores the information needed from each member of the EatAja team. The results obtained from this research are the design of a business model using the lean canvas business model and the running of all functions that will be applied to the website *dashboard* which will later be used by the EatAja team.

Keywords— *Food Ordering System, Extreme Programming, Website.*