

ABSTRACT

KUBE is a joint venture engaged in the sale of various kinds of needs and products such as agricultural products, livestock products, and others. This is a breakthrough from the Ministry of Social Affairs to improve the welfare of the community through trade routes. This research was built with the aim of improving the community's economy through the KUBE program by implementing an online buying and selling system through a website-based store. From this, the problem arises that it is feared that the community itself will find it difficult to process and receive information about the potential of KUBE in every area, especially villages, especially in West Java. Thus, each KUBE cannot market to create and report the results of product buying and selling transactions in real-time.

From the problems described there are solutions offered to solve these problems. Solutions are divided into two, namely functional and non-functional. A functional solution is to build an application using the Scrum method that is able to accommodate information and buying and selling transactions at KUBE in various villages in West Java. While the non-functional solution is in the form of an architectural model of the designed web. This architectural model is called multi-tier.

The development of this online sales application is based on the problems and experiences of the community as KUBE buyers and managers and will be named "KUBE Mart". The target result of the application that was built is for KUBE to collaborate with each other in terms of information and the creation of good data governance within KUBE.

Keywords—KUBE, Scrum, West Java, sales application, KUBE Mart