

Abstract

Before buying furniture to complement a certain room, people need an interior design that matches the room. The design of the room is necessary to reduce losses from the aspect of satisfaction and excessive spending. When people buy furniture, many problems occur, such as people being confused about the visualization of furniture in the interior of their room, interior design and furniture that is not to their taste, expensive prices, distant sales locations, and so on. Therefore, this research is to develop an Interior Design and Furniture website application called Houset. We provide services to the community by providing reference interior design templates with various themes and providing furniture. The room design template uses 3D modeling technology. People easily see or visualize the design of the room in 3D form, see the furniture design in 3D form and also edit the design template by arranging the layout of the furniture. In developing applications using the Agile Scrum method. This method can reduce errors when developing complex applications and projects that often change. With this method, it is hoped that it can develop applications in accordance with the needs of potential users and deliver quality software. To realize this, we conduct User Acceptance Testing (UAT) testing to ensure the needs of system users and application quality can be met. After testing, application development using the Scrum method can run well, so that it can produce applications according to their needs and can be well received by users.

Keywords: Website, Agile Scrum, User Acceptance Testing