

ABSTRACT

This research aims to design a web-based point of sales application, "Reztopia POS," targeted at improving the order management in the cafeteria of Telkom University. The primary objective of this study is to design an integrated ordering system, payment system, and order receipt system within the application. The research method used is Scrum, and data were collected through Usability Testing (UT), Black Box Testing, and User Acceptance Testing (UAT). The research results show that the ordering system was successfully designed to facilitate students in viewing the menu, placing orders, and selecting tenants easily and quickly. The integrated payment system was also implemented successfully. Lastly, the order receipt system has been designed and can help tenants in receiving orders with high efficiency and reduce errors in recording and marking orders. Overall, this application has improved user satisfaction and efficiency in the ordering and payment process at the Telkom University cafeteria.

Keywords: Point of Sales, Telkom University Canteen, Scrum Method, Order Management