

ABSTRACT

In 2021, internet usage in Indonesia experienced a significant increase, resulting in 89% of the population using smartphones. This made the role of smartphones in the daily lives very important. After the end of the Covid-19 pandemic in June 2023, Indonesian society shifted significantly to digital platforms for searching and purchasing goods and services, especially those related to basic needs and health. Retail stores offering delivery services for daily needs still relied on ordering methods involving text messages or messaging applications. This ordering method was considered ineffective in meeting consumer needs and posed a risk of errors in the transaction input process for the store. This research aims to address these issues by designing and developing a specialized Android-based online ordering application for the BEKADO store. This research will utilize the Scrum methodology for application development. The stages involve creating a backlog based on requirements gathered from interviews with BEKADO, breaking it down into sprints, testing each backlog item upon completion using unit testing, and then testing the developed application using User Acceptance Test (UAT). This research produced a UAT value of 91.24% and can update the ordering method at the BEKADO store so that it can help operations when using its delivery service.

Keywords : Ordering Application, Android, Scrum Methodology, User Acceptance Test (UAT)