

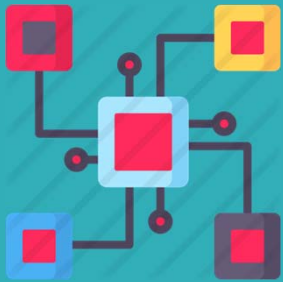
Rekayasa Perangkat Lunak Capstone Projek

ISH4B3 – Sistem Informasi

Fakultas Rekayasa Industri



Bahasan



Must Have

Menu Prioritas Pertama dari Aplikasi Final Projek



Should Have

Menu Prioritas Kedua dari Aplikasi Final Projek



Could Have

Menu Prioritas Ketiga dari Aplikasi Final Projek

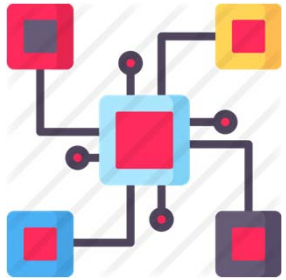


Want Have

Menu Prioritas Keempat dari Aplikasi Final Projek

AGENDA

Week	Topic	Week	Topic
1	Pengantar Rekayasa Perangkat Lunak	9	SPRINT #2 (Iterasi ke-2)
2	SCRUM Framework	10	SPRINT #2 (Iterasi ke-2)
3	Requirements Engineering	11	SPRINT #2 (Iterasi ke-2)
4	SCRUM Planning & Pengelolaan Tim secara Virtual	12	SPRINT #2 (Iterasi ke-2)
5	SPRINT #1(Iterasi ke-1)	13	SPRINT #3 (Iterasi ke-3)
6	SPRINT #1(Iterasi ke-1)	14	SPRINT #3 (Iterasi ke-3)
7	SPRINT #1(Iterasi ke-1)	15	SPRINT #3 (Iterasi ke-3)
8	Mid Term Exam	16	Final Project



01 GITHUB

02 SLACK

03 TRELLO

A SIMPLE SCRUM BOARD

PBI	TO DO	IN PROGRESS	DONE
[Yellow Box]	[Yellow Box] [Yellow Box] [Yellow Box]	[Yellow Box]	[Yellow Box]
[Yellow Box]	[Yellow Box]	[Yellow Box] [Yellow Box] [Yellow Box]	[Yellow Box] [Yellow Box]
[Yellow Box]	[Yellow Box] [Yellow Box] [Yellow Box]	[Yellow Box]	
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Thank you

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