

## DAFTAR PUSTAKA

- [1] C. M. Annur, “Indonesia masuk jajaran 10 negara paling sering belanja online: Databoks,” February 2024. [Online]. Available: <https://databoks.katadata.co.id/teknologi-telekomunikasi/statistik/e909aa002dda25e/indonesia-masuk-jajaran-10-negara-paling-sering-belanja-online>
- [2] K. Perdagangan, “Perdagangan digital (e-commerce) indonesia periode 2023,” 2024.
- [3] C. M. Annur, “Indonesia, pasar online food delivery terbesar di asia tenggara: Databoks,” 2024. [Online]. Available: <https://databoks.katadata.co.id/infografik/2024/02/20/indonesia-pasar-online-food-delivery-terbesar-di-asia-tenggara>
- [4] A. E. Jozuna and C. K. Dewi, “Pengaruh delivery speed, shipment tracking, dan trust dalam menciptakan attitude shopee express dan niat pembelian online di shopee,” *eProceedings of Management*, vol. 7, no. 3, 2020.
- [5] Atlassian, “What is sdlc? software development life cycle explained,” n.d. [Online]. Available: <https://www.atlassian.com/agile/software-development/sdlc>
- [6] K. Schwaber and J. Sutherland, “The scrum guide. the definitive guide to scrum: The rules of the game,” 2020. [Online]. Available: <https://scrumguides.org/>
- [7] A. Abtokhi, H. Fahmi, and W. P. Sari, “The efficiency of scrum model for developing research and publication management systems in indonesia,” *International Journal of Computing and Digital Systems*, vol. 13, no. 1, pp. 149–158, 2023.
- [8] C. Dinh, “8 software development life cycle (sdlc) methodologies,” 2024. [Online]. Available: <https://reliasoftware.com/blog/software-development-life-cycle-sdlc-methodologies>
- [9] N. H. Hashina and E. Raisah, “Kenali apa itu scrum: Definisi, manfaat, serta 6 tahapan metodenya,” May 2024. [Online]. Available: <https://dccloud.co.id/blog/apa-itu-scrum-definisi-manfaat-dan-metodenya.html>
- [10] Asana, “Apa itu story point dan bagaimana cara menggunakannya,” 2025. [Online]. Available: <https://asana.com/id/resources/story-points>
- [11] M. A. F. Rais, A. K. Rivai, and Tukiyat, “Rancang bangun aplikasi pesan antar makanan secara online dengan pembayaran secara top up berbasis android menggunakan metode rapid application development (studi kasus: Batavia restaurant),” *Jurnal Informatika Universitas Pamulang*, vol. 7, no. 2, pp. 241–253, 2022.

- [12] Latifah and M. Adam, “Aplikasi sistem layanan pesan antar online berbasis web pada sebuah rumah makan eatit,” *Jurnal Ilmiah KOMPUTASI*, vol. 20, no. 2, pp. 269–273, 2021.
- [13] C. K. M. Bimanatara, F. A. Akbar, and E. Y. Puspaningrum, “Implementasi progressive web application (pwa) dalam pengembangan sistem pesan-antar makanan (studi kasus: Wirawiri bojonegoro),” *JITET (Jurnal Informatika dan Teknik Elektro Terapan)*, vol. 13, no. 2, pp. 185–196, 2025.
- [14] Gojek, “Gojek indonesia,” n.d. [Online]. Available: <https://www.gojek.com/>
- [15] Grab, “Grab indonesia,” n.d. [Online]. Available: <https://www.grab.com/id/>
- [16] Oracle, “The java™ tutorials: Object-oriented programming concepts,” n.d. [Online]. Available: <https://docs.oracle.com/javase/tutorial/java/concepts/>
- [17] GeeksforGeeks, “Understanding encapsulation, inheritance, polymorphism, abstraction in oops,” 2021. [Online]. Available: <https://www.geeksforgeeks.org/java-understanding-encapsulation-inheritance-polymorphism-abstraction-in-oops/>
- [18] A. Singh, “Four pillars of object-oriented programming,” 2021. [Online]. Available: [https://www.freecodecamp.org/news/four-pillars-of-object-oriented-programming/?utm\\_source=chatgpt.com](https://www.freecodecamp.org/news/four-pillars-of-object-oriented-programming/?utm_source=chatgpt.com)
- [19] UML Diagrams, “Uml diagrams,” n.d. [Online]. Available: <https://www.uml-diagrams.org/>
- [20] M. Fowler, *UML Distilled: A Brief Guide to the Standard Object Modeling Language*, 3rd ed. Addison-Wesley, 2004.
- [21] R. S. Pressman, *Software Engineering: A Practitioner’s Approach*. New York: McGraw-Hill Higher Education, 2010.
- [22] K. Beck, *Extreme Programming Explained: Embrace Change*. Addison-Wesley, 2000.
- [23] K. Beck, M. Beedle, A. van Bennekum, A. Cockburn, W. Cunningham, M. Fowler, J. Grenning, J. Highsmith, A. Hunt, R. Jeffries, J. Kern, B. Marick, R. C. Martin, S. Mellor, K. Schwaber, J. Sutherland, and D. Thomas, “Manifesto for agile software development,” 2001. [Online]. Available: <https://agilemanifesto.org>
- [24] J. Highsmith, *Agile Project Management: Creating Innovative Products*, 2nd ed. Addison-Wesley, 2010.
- [25] P. Abrahamsson, O. Salo, J. Ronkainen, and J. Warsta, *Agile Software Development Methods: Review and Analysis*. VTT Publications, 2002.

- [26] M. Cohn, *Succeeding with Agile: Software Development Using Scrum*. Addison-Wesley, 2010.
- [27] I. Sommerville, *Software Engineering*, 10th ed. Pearson Education Limited, 2015.
- [28] S. W. Ambler and M. Lines, *Disciplined Agile Delivery: A Practitioner's Guide to Agile Software Delivery in the Enterprise*. IBM Press, 2012.
- [29] D. J. Anderson, *Kanban: Successful Evolutionary Change for Your Technology Business*. Blue Hole Press, 2010.
- [30] E. S. Pambudi, “Analisis tingkat kematangan implementasi scrum menggunakan scrum maturity model pada instansi pemerintah,” *Jurnal Ilmiah Komputasi*, vol. 20, no. 2, 2021.
- [31] Ardiansyah, D. Sakethi, A. R. Irawati, and K. Putra, “Pengembangan simipa berbasis android menggunakan metode scrum pada modul mahasiswa,” *Jurnal Pepadun*, vol. 2, no. 1, pp. 1–12, 2021.
- [32] R. A. Kusyanto and N. A. Prasetyo, “Rancang bangun aplikasi layanan jasa pada mitra obre-jek berbasis android menggunakan metode scrum,” *Jurnal Informatika dan Teknik Elektro Terapan (JITET)*, vol. 12, no. 3, pp. 1907–1918, 2024.
- [33] F. Z. Ramadhan and R. Adhitama, “Perancangan aplikasi kantin elektronik berbasis android menggunakan metode scrum,” *Ledger: Journal Informatic and Information Technology*, vol. 2, no. 1, pp. 58–74, 2023.
- [34] H. Prasetyo, N. Radita, and A. Tirtana, “Aplikasi manajemen pendakian berbasis android menggunakan metode scrum,” *TEKNIKA*, vol. 11, no. 3, pp. 180–189, 2022.
- [35] F. Y. A. Hulqi, U. Athiyah, and N. A. Prasetyo, “Implementasi metode scrum untuk mendeteksi kerusakan gigi berbasis mobile,” *JIPI (Jurnal Ilmiah Penelitian dan Pembelajaran Informatika)*, vol. 9, no. 1, pp. 216–230, 2024.
- [36] V. Tawosi, R. Moussa, and F. Sarro, “On the relationship between story point and development effort in agile open-source software,” in *Proceedings of the 16th ACM/IEEE International Symposium on Empirical Software Engineering and Measurement (ESEM)*. ACM, 2022.
- [37] N. W. Barnes. (2022) The story point controversy. [Online]. Available: <https://resources.scrumalliance.org/Article/story-point-controversy>
- [38] M. D. Anggraeny, A. Kurniawati, and D. Anggraini, “Tingkat kematangan implementasi scrum menggunakan scrum maturity model pada direktorat tsi,” *G-Tech: Jurnal Teknologi Terapan*, vol. 8, no. 1, pp. 247–254, 2023.

- [39] J. Setiyawan, F. Gunawan, T. Raharjo, and B. Hardian, “Application of scrum maturity model: A case study in a telecommunication company,” in *Journal of Physics: Conference Series*, vol. 1566, no. 1, 2020, p. 012050.
- [40] I. Panjaitan and N. Legowo, “Measuring maturity level of scrum practices in software development using scrum maturity model,” *Journal of System and Management Sciences*, 2022.
- [41] Atlassian, “Sprint velocity in scrum: How to enhance team performance,” n.d. [Online]. Available: <https://www.atlassian.com/agile/project-management/velocity-scrum>
- [42] ScrumStudy, “What is an agile scrum velocity chart?” 2024. [Online]. Available: <https://www.scrumstudy.com/article/agile-scrum-velocity-chart>
- [43] GeeksforGeeks, “Velocity chart in agile scrum,” 2022. [Online]. Available: <https://www.geeksforgeeks.org/software-testing/velocity-chart-agile-scrum/>
- [44] KnowledgeHut, “What is a velocity chart and how do you use it?” 2021. [Online]. Available: <https://www.knowledgehut.com/blog/agile/velocity-chart-and-uses>

