

ABSTRACT

Rancang Bangun Aplikasi Booking Lapangan Futsal Berbasis Web (Studi Kasus: Xyz Futsal) Menggunakan Metode Waterfall

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This research aims to design and build a Web-Based Futsal Field Booking Application, which can make it easier for futsal field customers who want to book the field without having to come directly to XYZ Futsal. With this application, the futsal field booking process can be done online, thereby saving time and energy for customers. This application was designed and built using the PHP, HTML and CSS programming languages for the user interface, and MySQL as the database. Data collection methods used in this research include literature study, interviews, and observation. Software development is carried out using the Waterfall method, which includes several stages, namely requirements analysis, system design, implementation, testing and maintenance. Each stage is carried out sequentially and must be completed before moving on to the next stage, ensuring that every aspect of the application is carefully designed and built. The testing method used in this research is black-box testing. This testing aims to ensure that each function in the application runs as expected and meets user needs. In designing and building this Web-Based Futsal Field Booking application, it can make it easier for customers and managing admins to get information on futsal field availability, customer booking order data, transaction history data, field data, as well as monitoring revenue results from futsal field bookings.

Keywords: Futsal Booking, Application, Design, Web, Waterfall Method