UNIVERSITI TEKNOLOGI MARA

WEB SYSTEMS ENGINEERING FOR MAINTENANCE MANAGEMENT SYSTEM USING SCRUM

ZUNAWANIS MUSTAFA

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ABSTRACT

The nature of software industry development cycles started with the initial study regarding the current problems arises from within the organization. User requirements are gathered, then later is followed by the rest of the development processes. During the last stage of software development; Implementation and Maintenance, some organizations fail to maintain the customers and especially the projects that have been deployed. One of the reasons could be because of the poor management of the organizations' resources. This project is a proposal for Speedminer Sdn. Bhd. to solve their problems of using manual system to allocate resources to maintain the customers despite the fact that they provide software solutions to other organizations. The proposed solution will adapt the flexibility of lightweight software development, also known as Agile Software Development Methodologies. While there are many methodologies to choose from, but the top three of the Agile methodologies are Scrum, Extreme Programming and Kanban. Even though the said methodologies shared the same principles, but they are different on some parameters. Scrum was the development approach that has been taken to develop the proposed system. Upon the completion and deployment of the system at Speedminer Sdn. Bhd, many staffs can benefit from the system; especially the management, project managers and supervisors. The development of the web-based system has achieved all three objectives defined in the earlier chapter. It is recommended that for future extension of the project, a mobile version is developed. Future development should also consider the layout or look-and-feel for other devices like Tab or smartphones.

ACKNOWLEDGEMENT

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CHAPTER FOUR: RESULTS AND DISCUSSION