



Melaka Home-Based Food Business Application

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Abstract—Melaka Home-Based Food Business Application is a developed project for the reason to help sellers in Melaka share and promote their home-based for products to other potential customers. The user can use the application to search for any available home-based food in the location they choose. Several problems have been identified, and one of the issues is home-based food sellers currently do not have a focused platform to share their product. Next, customers having difficulties finding home-based foods at their location. Thirdly, it is difficult for the customer to know the quality of the product before buying it. Developing the Melaka Home-Based Food Business Application can help both the seller and customer to tackle their problems. For this project, three objectives have been identified: gathering and analysing requirements through surveys and user stories from seller and customer, designing an application based on the collected and analysed requirements, and finally developing the Melaka Home-Based Food Business Application on the android platform. The methodology used for this project is the Waterfall Methodology, which includes the requirement gathering and analysis phase, design phase, and implementation phase. Based on the results and findings, 12 use cases are created, with two actors for the application. All the objectives of this project have been successfully achieved throughout the development of the project. Nevertheless, the Melaka Home-Based Food Business Application still has several limitations that can be improved in the future.

Keywords—*Mobile application*