

BAB VI

PENUTUP

A. KESIMPULAN

Penelitian pembangunan aplikasi penyewaan lapangan badminton dilaksanakan menggunakan pengembangan perangkat lunak *waterfall*. Penelitian ini menggunakan *MySQL*, *Flutter* dan *Express.js* dalam pembangunan aplikasinya. Aplikasi ini dibagi menjadi 2 bagian yaitu *customer* dan admin. Pada aplikasi *customer*, pengguna dapat melakukan *booking*, mengecek jadwal lapangan yang dimiliki serta melakukan perubahan data diri. Pada sisi admin, pengguna dapat melakukan *booking*, melakukan konfirmasi *booking*, menambah admin dan *customer*, menambah voucher, menambah lapangan serta melihat laporan dari penggunaan lapangan.

Aplikasi yang dibangun telah melalui proses pengujian kepada pengguna menggunakan kuesioner. Mayoritas data yang didapatkan dari kuesioner mendapatkan respons yang baik. Hal ini menandakan bahwa aplikasi yang telah dikembangkan dapat mempermudah proses penyewaan lapangan badminton. Dari semua pengujian yang telah dilakukan, dapat disimpulkan bahwa penelitian ini telah mencapai tujuan yang telah ditetapkan

B. Saran

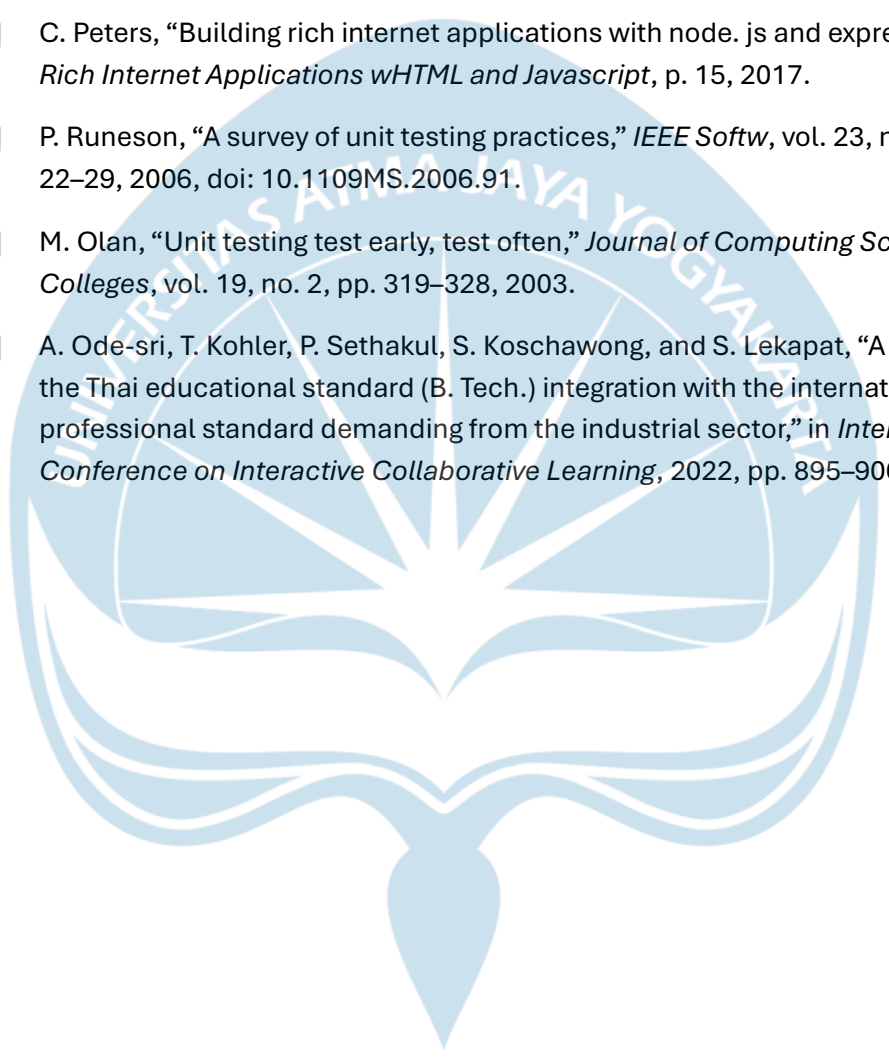
Pembangunan aplikasi dalam penelitian ini masih jauh dari kata sempurna. Oleh sebab itu, saran untuk pengembangan aplikasi pada penelitian selanjutnya adalah sebagai berikut:

1. Menambahkan fitur pembayaran secara QRIS (*Quick Response Code Indonesian Standard*).
2. Menambahkan Pengingat otomatis pada aplikasi
3. Memperluas *role* seperti menambahkan pemilik dan karyawan lainnya.
4. Menggunakan konsep IOT untuk proses penggunaan lapangan.

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