

ABSTRACT

The emergence of the problem that people in West Java find it difficult to process and receive information about the potential of KUBE (Joint Business Group). This causes every KUBE in every village to be unable to market until they make and report the results of buying and selling products. Another problem that is no less impactful is the Covid-19 pandemic which has caused the economy to decline due to restrictions on access to and from the region and the decline in people's buying interest so that KUBE, which only relies on conventional buying and selling transactions, experienced a decline in product sales.

With the existence of a program for handling the poor, which is expected to improve the welfare of the living standards of people who are below the poverty line, through KUBEMart. This breakthrough is by utilizing trade routes between KUBE or between production shops. The definition of KUBEMart itself is a joint venture engaged in the sale and purchase of various kinds of needs and products such as agricultural products, livestock products and others by implementing an online B2B (Business to business) trading system through a website in the form of E-Commerce.

This e-commerce will be built using the scrum method and will be designed using HTML, PHP, Javascript and Laravel programming languages. In this study, the application design that will be built will be divided into two main modules, namely the purchase module and the sales module. The scope of this research discussion is limited to the purchase module.

Keywords: Purchase, E-commerce, Product, Scrum