

Proses *Monitoring* Pengembangan Perangkat Lunak dengan Metodologi *Scrum* Menggunakan *Burndown Chart***Risma Julia Wardany¹, Dana Sulisty Kusumo²**^{1,2}Fakultas Informatika, Universitas Telkom, Bandung¹rismajuliaw@student.telkomuniversity.ac.id, ²danakusumo@telkomuniversity.ac.id,**Abstract**

Process monitoring by user in software development is important during the process of development, this can be done by using *Scrum* with the help of Burndown Chart. Based on several studies, some companies say that software development failure can happen due to unclear requirements, tasks that can't be finished on time, and low performance from the resources. In this study, monitoring will be done using *Burndown Chart* with User involved to monitor the software development especially in Mobile Application using Agile Methodology *Scrum* with sprints that will be needed. Data for this study will be taken from the process during each sprint in the ongoing project, the data then will be processed to get the value of ideal effort. The result from the sprint will be analyzed by comparing the value of ideal effort and actual effort, and feedbacks from the developer will be collected and analyzed using quantitative analysis to know whether the development process in the team has worked ideally. Based on the result of this study, data from the Burndown Chart and feedbacks from the team members show that the first sprint could not be completed on time therefore the sprint can't be declared as ideal, the second sprint are not going so ideal because some tasks are very dependant to other tasks, and then the third sprint works ideally since all tasks could be completed on time, and the actual effort doesn't surpass the ideal effort line. The result from those three sprints and the feedback shows that the factors that impacted the *Scrum* process the most are: estimating the story points, the dependency of each task from one to another, and last but not least the communication within the team. It is hoped that this study can be used for the *Scrum* Master and Product Owner to know things that need to be considered when implementing *Scrum* in a small team.

Keywords: *Agile, Scrum, Burndown Chart, Sprint, Ideal Effort, Actual Effort*