

ABSTRACT

The manual ordering process at Bursopuri Restaurant often causes long queues, delays, and order recording errors, especially during customer spikes. To overcome these problems, a web-based self-ordering system with QR Code was developed using the prototype method. This system is designed so that customers can order food directly through their devices, view menu availability in real time, and get a queue number. This system was developed using the prototype method with an iterative approach, including the stages of requirement identification, rapid design, prototype development, user evaluation, prototype refinement, and implementation. The technologies used include Next.js for the user interface (frontend), Express.js for server logic (backend), PostgreSQL as a database, and Tailwind CSS for responsive design. Prototype testing with figma using the User Acceptance Testing (UAT) method involving the owner, admin, and customer representatives to verify the suitability of the system with user needs before entering into system development. Also, after the development has been completed thoroughly, system testing is carried out using the blackbox testing method to ensure the reliability of functions and performance. The test results show that all features and workflows function properly and as expected, ready to be fully implemented.

Keywords: *Prototype method, QR Code, Self-ordering system*