Jurnal E-Komtek
Vol. 9, No. 2 (2025) pp. 488-505
https://jurnal.politeknik-kebumen.ac.id/index.php/E-KOMTEK
p-ISSN : 2580-3719 e-ISSN : 2622-3066

Implementation of Midtrans Payment Gateway on the Zumii Store Game Top-Up Platform Using the Laravel Framework

Meilana Refa Permana[1], Ridho Muktiadi[2], Agung Purwo Wicaksono[3], Mukhlis Prasetyo Aji[4]

[1] Department of Informatics Engineering,Universitas Muhammadiyah Purwokerto, Indonesia, 53182

refapermana0805@gmail.com

https://doi.org/10.37339/e-komtek.v9i2.2622

Published by Politeknik Piksi Ganesha Indonesia

Artikel Info
Submitted:
06-08-2025
Revised:
07-08-2025
Accepted:
08-08-2025
Online first :
06-01-2026

Abstract

This study examines the development of the Zumii Store game top-up website platform, with a focus on integrating the Midtrans payment gateway using the Laravel framework. The research is motivated by the need to accelerate and automate digital transactions that were previously handled manually and were susceptible to errors and inefficiencies. The system development employed a prototyping approach, enabling continuous user involvement and feedback at each stage. The process began with requirements identification, followed by interface design and prototype implementation, which were iteratively tested and refined in collaboration with stakeholders. The results indicate that integrating the Midtrans payment gateway enables automated digital payment processing, reduces manual intervention, and provides real-time transaction status updates. All core features, including ordering, order tracking, and payment processing, were tested and functioned properly. Overall, the combination of the prototyping approach and payment gateway integration effectively simplifies transaction processes and enhances system reliability, meeting the demands of users in the modern digital era.

Keywords: *Responsive Website, Prototyping, Game Top-Up, Payment Gateway,* Zumii Store

Abstrak

Penelitian ini mengkaji pengembangan platform situs web top-up game Zumii Store, dengan fokus pada integrasi gateway pembayaran Midtrans menggunakan kerangka kerja Laravel. Penelitian ini dilakukan untuk mempercepat dan mengotomatisasi transaksi digital yang sebelumnya dilakukan secara manual dan rentan terhadap kesalahan serta ketidakefisienan. Pengembangan sistem menggunakan pendekatan prototyping, yang memungkinkan keterlibatan dan umpan balik pengguna secara berkelanjutan di setiap tahap. Proses dimulai dengan identifikasi kebutuhan, diikuti dengan desain antarmuka dan implementasi prototipe, yang diuji dan disempurnakan secara berulang Bersama pemangku kepentingan. Hasil menunjukkan bahwa integrasi gateway pembayaran Midtrans

Kata-kata kunci: *Prototyping, Payment Gateway,* Laravel, *Top-Up Game,* Zumii Store

This work is licensed under a Creative Commons Attribution-NonCommercial 4.0 International License.

1. Introduction

The rapid development of information technology has had a significant impact on the increase of digital transactions, especially in the game top-up industry. Zumii Store is one of the top-up game platforms that provides various digital products such as diamonds and other items. However, the transaction system at Zumii Store was previously conducted manually via WhatsApp using an automated response bot, which made the transaction process complicated, slow, less efficient, and highly prone to recording errors.

This issue is also reflected in various e-commerce development studies, where the integration of payment gateways has been shown to increase the efficiency and convenience of payments **[1], [2]**. Several previous studies have shown the importance of integrating the Midtrans payment gateway to accelerate, secure, and automate digital transactions on digital platforms **[3], [4]**. The automated payment system flow using the Midtrans Snap API has been proven to speed up the transaction verification process and minimize manual intervention in payment processing. **[4]**. In addition, the use of webhooks and environment variable management in Laravel applications is crucial to ensure that payment status can be updated in real time and accurately **[3].** This research uses the prototyping method, which allows for intensive interaction between users and developers at every stage of development [5]. Through this approach, the integration of the Midtrans payment gateway can be developed iteratively, directly tailored to user needs and feedback. With the prototyping method, the resulting system is expected to effectively address transaction issues, improve efficiency, and provide a better transaction experience for Zumii Store users. Thus, the implementation of the Midtrans payment gateway as an automated payment system becomes highly important **[6]** for Zumii Store. This integration is expected to accelerate, simplify, and secure digital transactions, while also aligning Zumii Store's service quality with other leading platforms such as Codashop, UniPin, and GoPay.

This research uses the prototyping method, which allows for intensive interaction between users and developers at every stage of development **[5].** Through this approach, the integration of the Midtrans payment gateway can be developed iteratively, directly tailored to user needs and feedback. With the prototyping method, the resulting system is expected to effectively address transaction issues, improve efficiency, and provide a better transaction experience for Zumii Store users.

2. Research Methods

This study uses the Prototyping method as the main approach in system development based on the Software Development Life Cycle (SDLC). The selection of this method is based on its iterative and flexible nature, allowing for continuous system evaluation and improvement through user feedback [7]. The development process is carried out in stages involving active interaction between developers and users, so that the resulting system truly meets the needs and expectations of stakeholders [8].

To support the implementation of the Prototyping method, the researcher used several data collection techniques, including literature studies and interviews. The literature study was conducted to obtain a theoretical foundation and a general overview of the implementation of the Midtrans payment gateway, the prototyping method, and system development using Laravel. Meanwhile, interviews with relevant parties such as admins and Zumii Store users were conducted to obtain direct information about the development process and the challenges encountered during the research. With a combination of this development approach and data collection techniques, the research is expected to produce a system that is effective and relevant to the actual needs of users.

2.1. System Development Method

All stages in the prototyping method, starting from requirements identification, initial design, prototype creation, testing, to evaluation and refinement, are carried out collaboratively between developers and users [8]. Thus, the application of the prototyping method in this study is expected to produce a final product that truly meets user needs and is more adaptive to future changes in requirements.

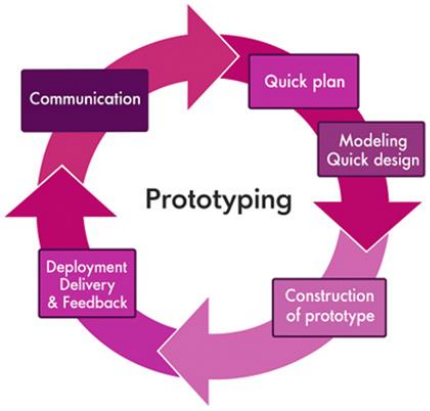

Figure 1. Model Method Prototyping **[9]**

The main stages in the Prototyping method, as illustrated in Figure 1, consist of:

A. Communication

At this stage, the researcher holds discussions with stakeholders to identify the system's in-depth requirements. The information collected includes the problems faced, the basic needs of users, as well as the expectations desired from the system to be developed

B. Quick Plan

In the quick planning stage, an initial system design is created that is general and fundamental. The aim is to ensure a mutual understanding between developers and stakeholders regarding business processes and main features before moving on to detailed design.

C. Modelling Quick Design

At this stage, initial ideas are visualized using Unified Modeling Language (UML) diagrams, such as Use Case Diagram and Activity Diagram. UML supports effective communication between developers and stakeholders by providing a clear visualization of system processes [10]. The use of UML facilitates communication and understanding between developers and stakeholders, as it is able to represent the flow of processes from the analysis stage to system implementation **[10].** This is intended to help stakeholders understand the system flow and identify revision needs from the outset. Several types of UML diagrams used in the system design process include:

a. Use Case Diagram

The Use Case Diagram illustrates the interaction between actors (users, admins) and various system functions, making it easier to analyze requirements and design system features.

b. Activity Diagram

Used to describe the transaction activity flow in a clear and structured manner, including the automatic integration process of the Midtrans payment gateway.

c. Database Design

The database is designed with main tables such as users, products, orders, order details, and payments. This structure ensures effective data management and supports the integration of an automated payment system.

d. Entity Relationship Diagra

ERD is used to visualize the relationships between tables in the database, ensuring the integrity and consistency of the data needed in the top-up transaction process to be effective and efficient **[11].**

D. Construction of Prototype

At this stage, a simple application is developed based on the initial design that has been created. The main activity is writing program code using the Laravel framework to realize the key features that have been designed. One important feature implemented at this stage is the integration of the Midtrans payment gateway, where the system is connected to digital payment services to support automated transaction processes [**12**]. The resulting prototype is then ready to be tested by stakeholders.

E. Deployment Delivery and Feedback

After the prototype development is completed, the system is handed over to end users for direct testing. The feedback obtained is used for further refinement in the next iterations, until the resulting system is truly ready for full use and effectively meets the digital transaction needs at Zumii Store.

2.2. Data Collection Methods

The researcher applied several data collection techniques to obtain accurate and relevant information for the research objectives. These techniques are described as follows:

A. Literature Study

The literature study was conducted by collecting, analyzing, and synthesizing various references from scientific journals related to the implementation of the Midtrans payment gateway, the prototyping method, and system development using Laravel.

B. Interviews

Interviews were conducted by presenting several questions to relevant parties, such as admins and Zumii Store users, to obtain direct data regarding the system development process and the challenges encountered.

3. Results and Discussion

3.1. Communication Stage

At the communication stage, the researcher interacts with stakeholders to explore and understand their needs and expectations regarding the Zumii Store system. At this stage, the main focus of the researcher is to identify requirements related to the integration of the

Midtrans Payment Gateway into the digital product ordering system. The users involved are Admin, User (Member), and Guest, each with their respective needs as follows:

Table 1. Step Functional Requirements

Actor	Functional Requirements
User,	including entering game account data and selecting products. Select payment methods via Midtrans. Access user features like Account Dashboard and Order History. Login functionality.
Guest (User Non-Login)	including entering game account data and selecting products.
Admin	Manage order data (order status, payment verification). Manage products, including adding, updating prices, and deleting products. Manage user data and access transaction history.

3.2. Quick Plan

At the Quick Plan stage, the researcher begins to design an overview of the system to be developed, with the main focus on integrating the Midtrans Payment Gateway. This design aims to provide a general description of how the Zumii Store system will manage transactions, starting from the ordering process, payment, to transaction confirmation. Laravel was chosen as the development framework because it facilitates the integration with Midtrans using its API. At this stage, the researcher and stakeholders agreed that the main payment method would be Midtrans, which allows users to make payments using various methods (bank transfer, e-wallet, credit card).

3.3. Modelling Quick Design

At the Modelling Quick Design stage, the researcher creates a visual representation of the system using UML (Unified Modeling Language) diagrams, such as Business Process Diagram, Use Case Diagram, Activity Diagram, and Entity Relationship Diagram (ERD). These diagrams illustrate the system flow, covering the entire ordering and payment process using Midtrans.

3.3.1.System Business Processes

The business process on the Zumii Store platform begins when users access the system to perform a game top-up. Users select a product, enter their game account information (game ID, server zone) and phone number, then choose the product variation and confirm the order.

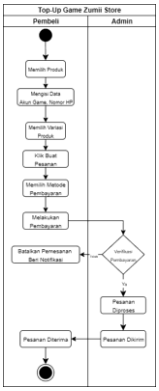

Figure 2. Zumii Store Game Top-Up Business Process Flow

After confirmation, the system records the transaction and directs the user to the payment page with payment method options via Midtrans. Successful payments will be verified by the admin, and if valid, the digital product is delivered to the user's game account. If there is a payment issue, the order is automatically canceled. The phone number is used to track order status or contact the user if there are delivery issues.

This entire business flow is supported by a structured system to ensure efficient and effective operations. The business flow diagram, as shown in Figure 3, clearly illustrates the access rights and roles of admin, users, and guests. This diagram facilitates developers in designing logical flows, building functional modules, and streamlining communication during system development.

3.3.2.Use Case Diagram

The Use Case Diagram illustrates interactions among three primary actors: Admin, Registered User (Member), and Guest, along with their access rights and activities within the system. This diagram maps out data management, admin verification, account registration, product ordering processes, and restricted guest access. It clearly defines actor responsibilities and authorizations, becoming a vital reference for application logic design. Figure 3 depicts the implementation of this diagram, forming the basis for technical documentation and development communication.

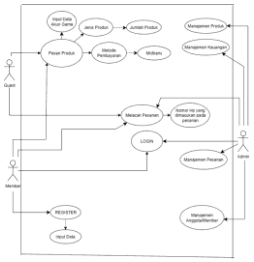

Figure 3. Use Case Diagram for Zumii Store Game Top-Up Platform

The diagram shows actor roles and system functionalities, such as:

a) Guests can directly order products without registering, inputting game account data and selecting products. They can track order status using their phone number but cannot view order history or save account data.

b) Registered users (members) have additional features like login, registration, comprehensive order history access, and saved account data for easier future orders and personal management.

c) Admins manage the platform via dashboards, performing CRUD operations on orders and products, validating orders, managing user data, and monitoring store performance, ensuring operational efficiency and compliance with business standards.

3.3.3. Activity Diagram

At the implementation stage, the previously designed database structure is realized in physical form using the chosen database management system. This database structure is designed to support various transactions in the Zumii Store system. Several main interrelated tables, such as the user, products, categories, product_variation, order, order_detail, and payment tables, have been built with the necessary attributes to store data efficiently and to ensure that relationships between entities are well maintained.

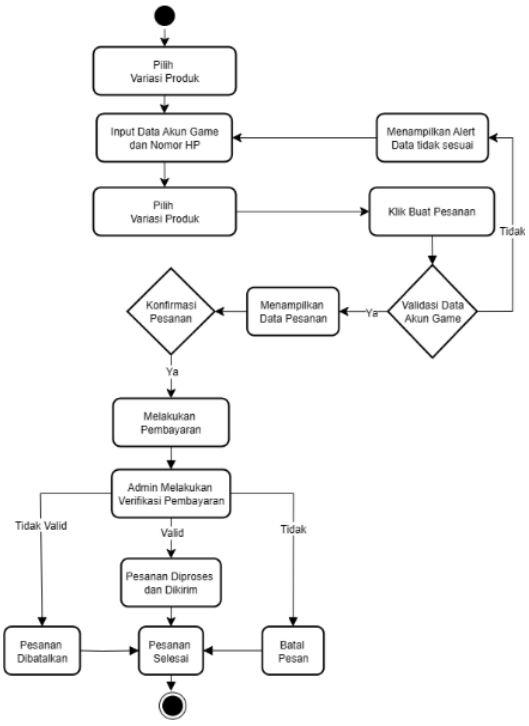

Figure 4 Activity Diagram for Zumii Store Game Top-Up Platform.

After selecting the payment method, the system processes the payment. If the payment is successful, the admin can proceed to deliver the order and change the order status to completed. After successful payment, the admin confirms and changes the order status to completed. This diagram summarizes all main activities, including verification and interaction between actors, to systematically monitor each step of the process. With a clearly defined flow, potential issues can be anticipated, supporting improved service and user experience on Zumii Store.

3.3.4. Database Design

At the implementation stage, the previously designed database structure is realized in physical form using the chosen database management system. This database structure is designed to support various transactions in the Zumii Store system. Several main interrelated tables, such as the user, products, categories, product_variation, order, order_detail, and payment tables, have been built with the necessary attributes to store data efficiently and to ensure that relationships between entities are well maintained.

3.3.5. Entity Relationship Diagram (ERD)

The Entity Relationship Diagram (ERD) is used to describe the relationships between entities in the system's database. For example, the User entity is connected to Order through a 'Makes' relationship, indicating that each User can have multiple Orders. Each Order stores the details of the ordered products through OrderDetails. The relationship between Product and ProductVariation shows product variations such as size or color that are linked to a specific product. The Payment entity is related to Order and PaymentMethod to record the payment method used.

This ERD design, as shown in **Figure 5**, facilitates understanding of the relationships between entities in the Zumii Store system, supports data management, and ensures smooth and efficient business processes.

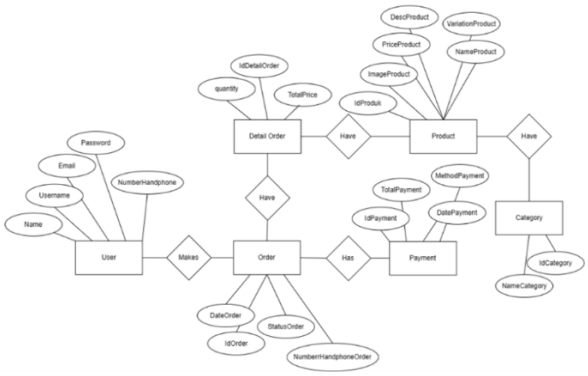

Figure 5 Entity Relationship Diagram (ERD) for Zumii Store Game Top-Up Platform.

Figure 5 displays detailed table and entity relations, aiding visual understanding of data interactions within Zumii Store, enhancing data management, and ensuring smooth business processes. Each table in the database has specific roles and attributes, and is interconnected through the relationships that have been designed, as follows:

a) User Table

Stores user account information, including name, email, username, password, and phone number. Each user can make multiple orders, forming a one-to-many relationship between User and Order. Thus, one user can create several orders.

b) Category Table

Stores product category data, such as the category name. Each category can have multiple products, creating a one-to-many relationship between Category and Product.

c) Product Table

Stores information about the products offered at Zumii Store, including product name, description, image, and price. Each product can be linked to one category and can have variations.

d) Product Variation Table

Holds variations for each product, such as specific sizes or quantities. Each product variation is linked to one product through a many-to-one relationship, where one product can have multiple product variations.

e) Order Table

Records information about orders placed by users, including order status, order date, and other important information needed to track the status and transaction history.

f) Order Detail Table

Stores more detailed information about each transaction carried out in an order, including the products ordered, the quantity of products, unit price, and the total price to be paid.

g) Payment Table

Serves to record payment details related to each order, including payment method, payment status, and payment date. The one-to-one relationship between Payment and Order indicates that each order has one associated payment.

3.4. Construction of Prototype

The design of the user interface (UI) and user experience (UX) for the Zumii Store website began with the creation of visual designs using Figma to ensure optimal appearance across various devices. This step is part of a prototyping-based development approach, where the initial design is first evaluated by stakeholders. Once approved, the visual design is translated into program code using Blade and JavaScript, starting from the homepage, product catalog, product details, to the ordering module and integration with the Midtrans payment system.

The implementation of key features such as product selection, account data input, and payment process is carried out gradually, with data validation supporting smooth and transparent transactions. Prototype testing is conducted by involving stakeholders to obtain feedback regarding user comfort and system functionality. Each feedback received serves as the basis for improvement before full development is carried out. This approach ensures that the developed interface is not only stable and efficient, but also meets user needs based on the results of communication and evaluation with stakeholders. Examples of the Zumii Store interface that have been implemented can be seen in Figures 6 to 12, showing the interface including the homepage, product catalog, order page, and payment page using Midtrans.

a) *Homepage*

The homepage is designed with a minimalist layout and clear navigation, allowing users to easily browse and access product categories quickly and efficiently. This simple design still prioritizes ease of use and functionality.

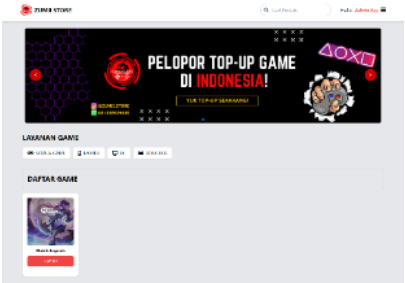

Figure 6. Homepage Platform Top-Up Game Zumii Store

b) Product Details

The product detail page on Zumii Store presents comprehensive product information, ranging from the name, image, to the variations and prices of each available option. Users can enter their game account data and phone number directly on this page, making the purchasing process efficient without the need to switch pages. All selections and the total

payment are updated automatically, ensuring transparency and convenience in the purchasing decision process.

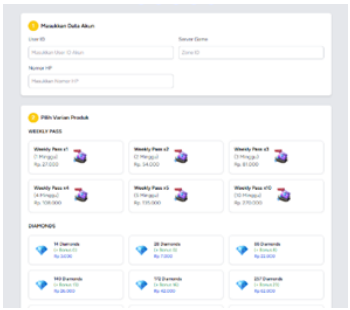

Figure 7. Product Detail Page on the Zumii Store Game Top-Up Platform

c) Order Page

On the order page, users select the game, enter account data such as User ID and server, and specify the product variation and quantity they wish to purchase. Once the data is complete, the system displays a confirmation pop-up containing order details, including nickname, phone number, and the selected products. This feature ensures that the ordering process is structured, informative, and minimizes the potential for input errors before proceeding to the payment stage.

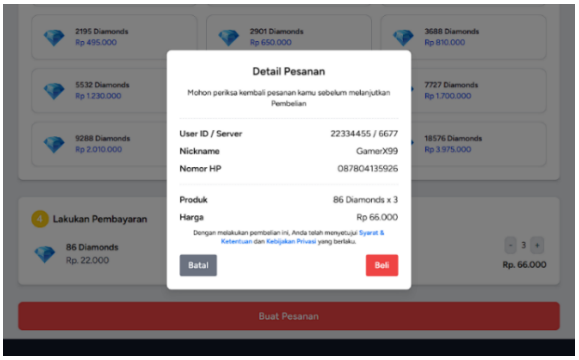

Figure 8. Order Page of the Zumii Store Game Top-Up Platform.

d) Midtrans Page

On the payment page (Figure 10), users are immediately directed to a Payment Gateway interface that is fully integrated with the Midtrans service. The entire payment process is carried out in real-time, where users can choose various digital payment methods such as bank transfers, e-wallets, credit cards, or convenience stores. Each stage of the transaction is designed with clear and interactive instructions so that users can complete payments independently without technical obstacles. This Midtrans integration ensures that the transaction process runs automatically and provides a high level of security.

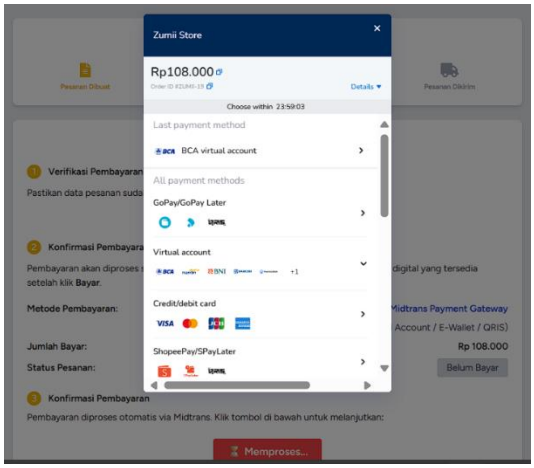

Figure 9. Midtrans Snap Payment Page on the Zumii Store Game Top-Up Platform.

This aligns with the official statement on the Midtrans security page, where they emphasize that user transaction security is a top priority and that the best protection efforts are applied to every transaction [17] ,[3], [13], [14]. The system will automatically update the payment status in the application after a successful transaction, so users receive notifications directly.

e) Order Page Successful

On the Successful Order page, the system immediately displays a successful payment notification and summarizes the transaction details, including phone number, time, game account data, as well as product, price, payment method, and total cost in a structured table format that is easy for users to understand.

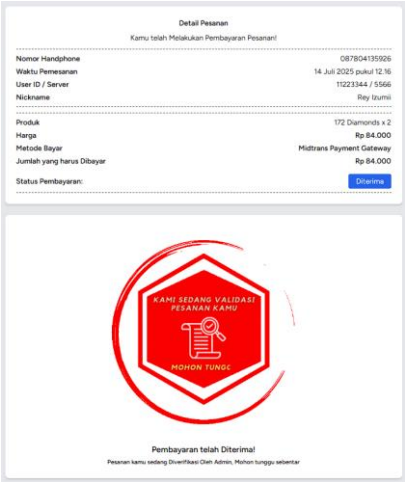

Figure 10. Successful Order Page on the Zumii Store Game Top-Up Platform

f) Tracking Order Page

The Order Tracking page provides convenience for users to check the latest status of their orders simply by entering the phone number used during the ordering process. The order

status will be displayed in real time, starting from the payment stage, processing, to delivery and completion, allowing users to monitor their transactions quickly and independently. This page is designed to be simple and easy to understand so that every user can access order information without difficulty.

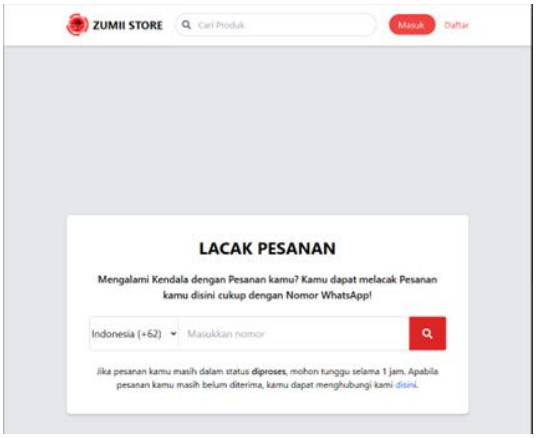

Figure 11. Order Tracking Page on the Zumii Store Game Top-Up Platform.

3.5. *Development Delivery and Feedback*

At the Development Delivery and Feedback stage, the system prototype is directly tested by stakeholders, both admin and users. This testing aims to ensure that all core features, such as login, product ordering, payment via Midtrans, and data management by admin, function as intended according to the designed requirements. Evaluation is carried out by aligning the implementation results with the functional needs, so that any feedback or shortcomings can be promptly addressed before the system is fully operational. Table 2 summarizes the results of the main function tests on the system, starting from login, order transactions, to digital payment integration and product management features by the admin.

In addition to evaluation based on feedback, Blackbox Testing was also conducted to test the system's performance from the input and output side without inspecting the internal code. This testing validates the ordering flow, automatic payments with Snap Midtrans, as well as the process of validating order status and product management. The test results proved that all features functioned properly, ensuring the system is ready to be implemented and capable of providing a safe and efficient transaction experience.

Table 2 Blackbox Testing

Process	*Actor*	*Action*	*Result*
Login	*User*	*Enter username and password, then click login*	*User is directed to the dashboard page according to their role (admin or user)*
Product Purchase	*User*	*Select product, enter game ID, and choose payment method*	*Displays order confirmation and a button to proceed with payment*
Midtrans Payment	*User*	*Choose payment method through Midtrans (Snap)*	*Payment is successful and order status changes to "Paid"*
Order Management	*Admin*	*Admin updates order status (e.g., Paid, Delivered)*	*Order status is successfully updated and notification sent to the customer*
Edit User Profile	*User*	*Edit user profile data*	*User profile data is successfully updated*
Add Product	*Admin*	*Admin adds a new product in the admin dashboard*	*Product is successfully added and appears in the product list on the admin menu*
Edit Product	*Admin*	*Admin edits an existing product (e.g., price, description)*	*Product is successfully updated with the new data*
Delete Product	*Admin*	*Admin deletes a product*	*Product is successfully deleted*

3.6. *Payment Gateway Implementation*

To automate the digital payment process on the Zumii Store platform, direct integration with Midtrans was carried out. This integration begins by setting up the API Key and Payment Notification URL through the Midtrans dashboard. This configuration ensures that the system can receive automatic notifications whenever there is a change in payment status [15], [16].

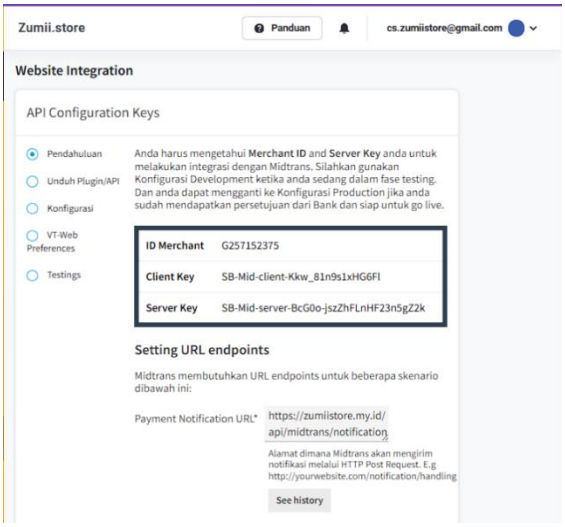

Figure 11. API Key & Payment Notification URL configuration on the Midtrans dashboard

In the payment flow, after the user places an order, the system requests a transaction token from the Midtrans Snap API. This token is then used to display an interactive digital payment interface, allowing users to choose the most suitable payment method. Once the payment is confirmed, Midtrans automatically sends a notification to the Zumii Store system through the configured endpoint. The order status is immediately updated in real time without manual intervention. In addition, the admin can comprehensively monitor all payment notification activities through the HTTP Notification History page.

This feature displays a list of incoming notification history, transaction status, as well as the time and related order details. In this way, every incoming payment can be ensured for its security and easily tracked by the admin. The visualization of API Key and notification settings can be seen in Figure 13 (Midtrans configuration) and Figure 14 (notification log display on the admin dashboard).

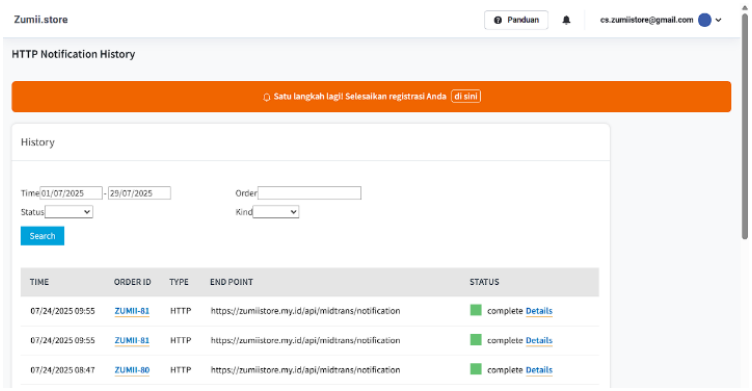

Figure 12. HTTP Notification History Display on the Midtrans Dashboard.

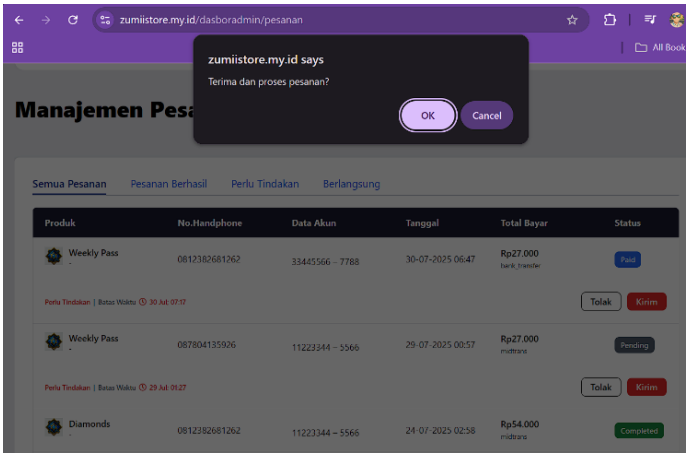

Figure 13. Admin Order Management Feature Display.

Figure 15 shows the admin dashboard page for order management in the Zumii Store system. The figure displays order statuses that are automatically updated by the system, such as 'Paid' for payments that have been received, 'Pending' for orders that are still awaiting payment, and 'Completed' for transactions that have been automatically finalized after receiving payment notifications from Midtrans. This visual evidence demonstrates that the system has implemented digital transaction status updates without requiring manual intervention from the admin, making order monitoring and management more effective and accurate. This implementation not only makes the transaction process faster and more practical, but also minimizes errors and increases user trust thanks to a transparent and automatically integrated payment system.

4. Conclusion

This research proves that the application of the prototyping method accelerates the system development process to truly meet user needs through intensive communication stages, gradual design, prototyping, and joint evaluation. The final result of this process is a Zumii Store game top-up system that can adapt to real-world needs. The integration of the Midtrans payment gateway on the Zumii Store platform brings significant changes to the digital payment process, as all transactions can be carried out automatically and payment status is instantly confirmed without the need for manual intervention. The combination of the prototyping approach and payment gateway integration has been proven to provide convenience and practicality for digital transactions for Zumii Store users, making the system more responsive to user needs and experiences in today's digital era.

References

[1] V. W. Ifanah, W. Hayuhardhika, N. Putra, and D. Pramono, "Pengembangan Website E-commerce menggunakan Payment Gateway Midtrans (Studi Kasus : Butik Kebaya Iffah)," 2021. [Online]. Available: http://j-ptiik.ub.ac.id

[2] M. Y. Ardabili and M. Fachrie, "Pengembangan Sistem Pemesanan Jasa Fotografi dengan Integrasi Payment Gateway Berbasis Android," *Jurnal Teknologi Dan Sistem Informasi Bisnis*, vol. 6, no. 1, pp. 54–64, Jan. 2024, doi: 10.47233/jteksis.v6i1.1095.

[3] Y. Fatman, N. Khoirun Nafisah, and P. Bendoro Jembar Pambudi, "Implementasi Payment Gateway dengan Menggunakan Midtrans pada Website UMKM Geberco," *Jurnal KomtekInfo*, pp. 64–72, Jun. 2023, doi: 10.35134/komtekinfo.v10i2.364.

[4] Robby Cokro Buwono, Rikie Kartadie, and Muhammad Kurnia Ramadhan, "Perancangan dan implementasi sistem payment gateway MIDTRANS untuk UMKM Batik Lurik," *INFOTECH : Jurnal Informatika & Teknologi*, vol. 5, no. 2, pp. 228–238, Dec. 2024, doi: 10.37373/infotech.v5i2.1334.

[5] D. Ayu *et al.*, "PROTOTYPING MODEL IN INFORMATION SYSTEM DEVELOPMENT OF AL-RUHAMAA' BOGOR YATIM CENTER FOUNDATION," 2021. [Online]. Available: www.bsi.ac.id

[6] C. Gibran, A. R. Dewi, and E. Hadinata, "Implementasi Framework Laravel Untuk Pengembangan Website Penjualan Ayam Potong Dengan Pemanfaatan Midtrans Menggunakan Metode Fast," *Jurnal Ilmu Komputer dan Sistem Informasi (JIKOMSI*, vol. 7, no. 1, pp. 246–253, 2024.

[7] Titania Pricillia and Zulfachmi, "Survey Paper: Perbandingan Metode Pengembangan Perangkat Lunak (Waterfall, Prototype, RAD)," vol. x, pp. 1–12, Mar. 2021.

[8] Y. Firmansyah, R. Maulana, and M. S. Maulana, "Implementasi Metode SDLC Prototype Pada Sistem Informasi Indeks Kepuasan Masyarakat (IKM) Berbasis Website Studi Kasus Dinas Kependudukan Dan Catatan Sipil," *Jurnal Sistem dan Teknologi Informasi (Justin)*, vol. 9, no. 3, p. 315, Aug. 2021, doi: 10.26418/justin.v9i3.46964.

[9] D. Ardiyansah *et al.*, "IMPLEMENTASI METODE PROTOTYPING PADA SISTEM INFORMASI PENGADAAN BARANG CETAKAN BERBASIS WEB," vol. 2, no. 2, 2021.

[10] N. Castela, J. Tribolet, A. Silva, and A. Guerra, "Business process modeling with UML," *ICEIS 2001 - Proceedings of the 3rd International Conference on Enterprise Information Systems*, vol. 2, pp. 679–685, 2001.

[11] N. T. Marli'aini and D. A. Anggoro, "Sistem Informasi Persediaan Barang Pada PT. TGA Berbasis Website Menggunakan Framework Laravel," *Jurnal Teknologi Dan Sistem Informasi Bisnis*, vol. 6, no. 3, pp. 469–479, Jul. 2024, doi: 10.47233/jteksis.v6i3.1419.

[12] M. A. Habibirrahman, W. Hayuhardika, N. Putra, and B. T. Hanggara, "Pengembangan Sistem Pemesanan Kue berbasis Website menggunakan Midtrans Webservice sebagai Payment Gateway (Studi Kasus: Toko Kue De Tasty)," 2022. [Online]. Available: http://j-ptiik.ub.ac.id

[13] A. Fian, P. Sokibi, and L. Magdalena, "Penerapan Payment Gateway pada Aplikasi Marketplace Waroeng Mahasiswa Menggunakan Midtrans," *Jurnal Informatika Universitas Pamulang*, vol. 5, no. 3, p. 387, Sep. 2020, doi: 10.32493/informatika.v5i3.6719.

[14] G. Kharisma Wardana, B. Rahayudi, W. Hayuhardika, and N. Putra, "Pengembangan E-Commerce dengan Integrasi API Payment Gateway Midtrans," 2021. [Online]. Available: http://j-ptiik.ub.ac.id

[15] F. Reynaldo Pratama, N. Santoso, and L. Fanani, "Pengembangan Aplikasi E-Commerce Menggunakan Payment Gateway Midtrans," 2020. [Online]. Available: http://j-ptiik.ub.ac.id

[16] G. Kharisma Wardana, B. Rahayudi, W. Hayuhardika, and N. Putra, "Pengembangan E-Commerce dengan Integrasi API Payment Gateway Midtrans," 2021. [Online]. Available: **http://j-ptiik.ub.ac.id**

[17] Midtrans, "Midtrans Security," [Online]. Available: https://midtrans.com/id/keamanan. [Accessed 29 7 2025]