Nama usaha : Stik Marlina

Opsi : A (UI/UX)

Jalur pengerjaan : Jalur 2 (prompt AI, dirapikan di Canva)

Halaman : Menu pemesanan produk

Susunan elemen : Header sapaan, kolom pencarian, kategori varian rasa (Cokelat, Stroberi, Matcha, Tiramisu), kartu produk (foto, nama, harga Rp1.000), pengatur jumlah, tombol utama "Pesan Sekarang"

Tombol utama : "Pesan Sekarang", warna kuning brand penuh selebar layar, diletakkan di bawah agar mudah dijangkau jempol

Keterbacaan : Teks gelap di atas latar krem/kuning muda, judul dan harga dibuat besar

Konsistensi : Logo Stik Marlina di kiri atas, warna kuning-krem-cokelat, font sans-serif sesuai identitas brand dari poster sebelumnya

Prompt (jika memakai Jalur 2):

Design a high-fidelity mobile app UI screen (portrait, 1080 x 1920 px) for "Stik Marlina", a homemade banana stick snack brand. Follow this structure from top to bottom: a header with the greeting "Halo, Mau Ngemil Apa?", a search bar, category chips (Cokelat, Stroberi, Matcha, Tiramisu), product cards (photo, name, price Rp1.000), quantity selector, and main button "Pesan Sekarang". Visual style: clean modern UI, rounded cards, simple line icons, generous spacing. Brand colors: bright yellow, cream, and dark brown. Use high contrast and large, readable text for a phone screen. The main button "Pesan Sekarang" must be the most prominent element on the screen. Leave a clean empty area at the top left for the logo. Do not draw any logo. All text in Indonesian, spelled exactly as written. Show only the flat screen from the front, no phone frame, no hands.

Tautan Google Drive :