Figma Aplikasi Pariwisata (Go-Trip)

Untuk Memenuhi Tugas Mata Kuliah Pemrograman Mobile



Disusun oleh:

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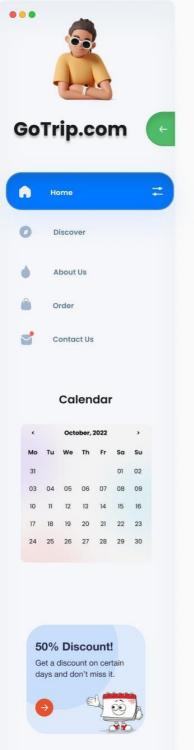
Program Studi Teknik Komputer
Fakultas Teknik Elektro
Telkom University
2022

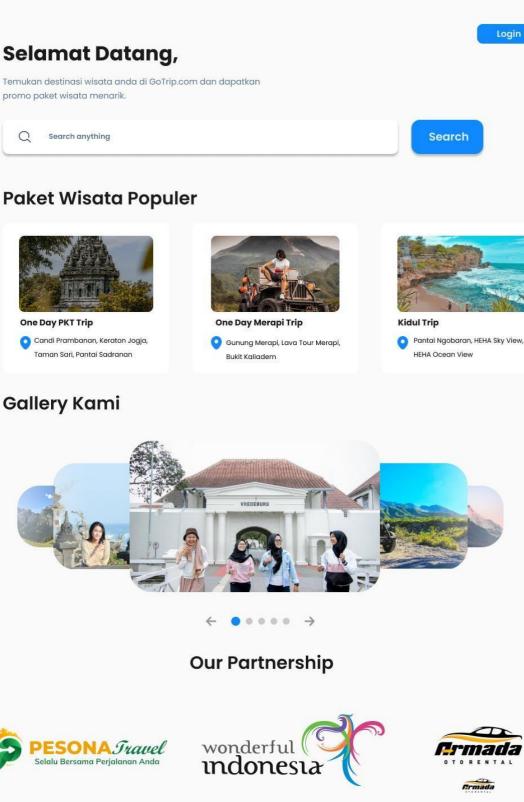
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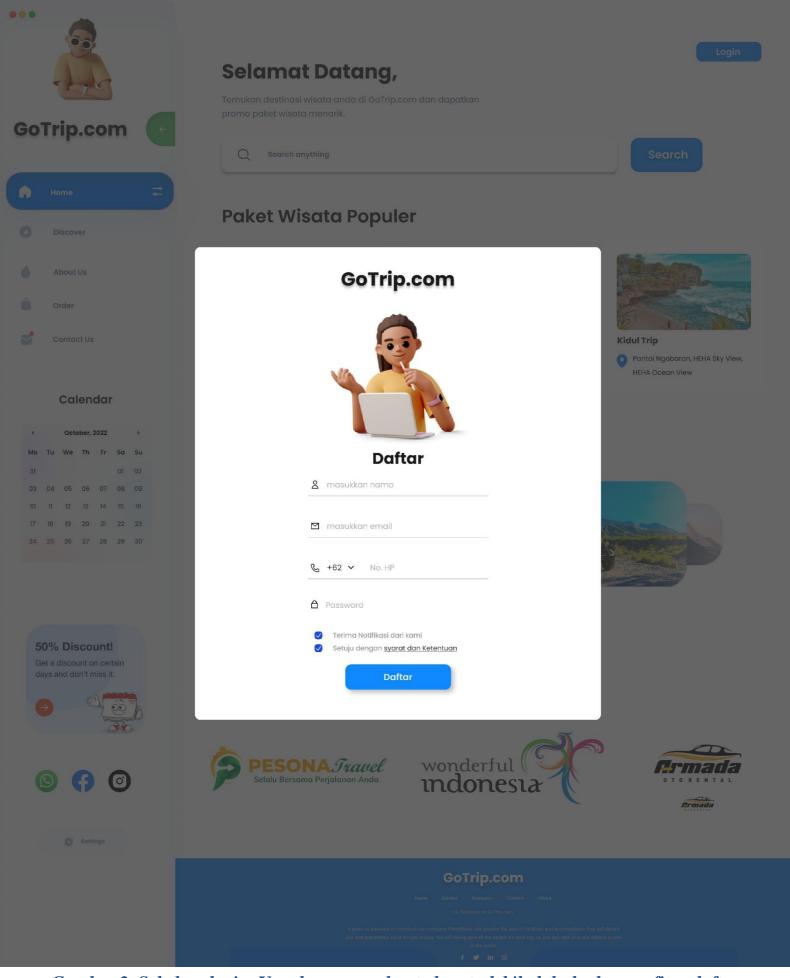




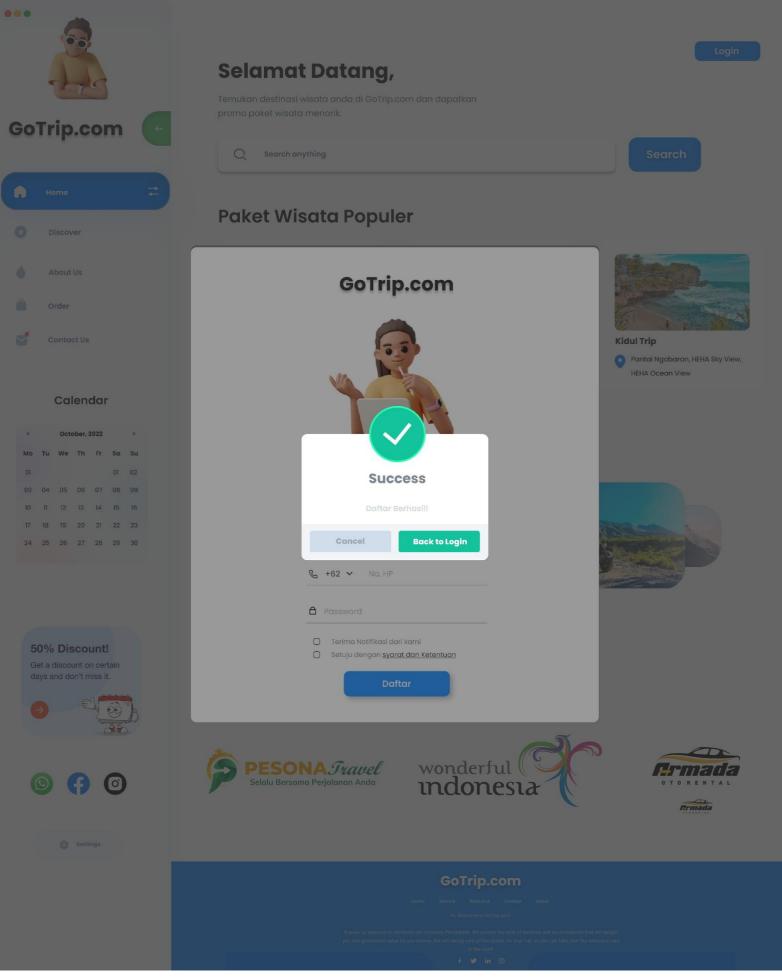
Login



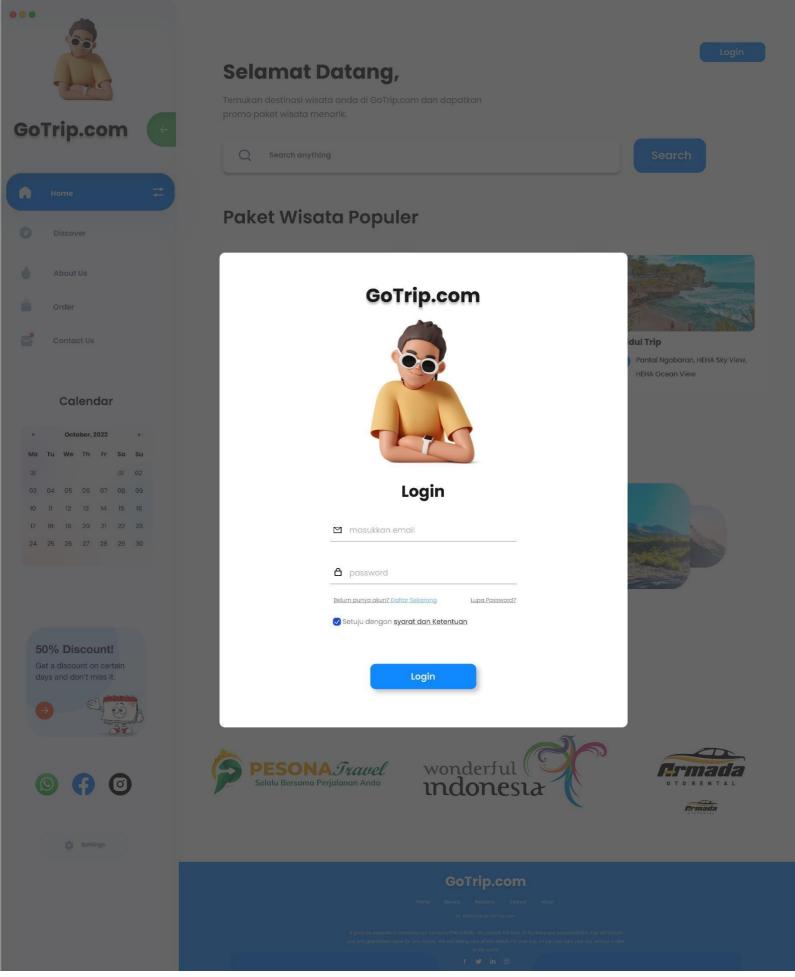
Gambar 1 Tampilan Beranda (Tanpa Login)



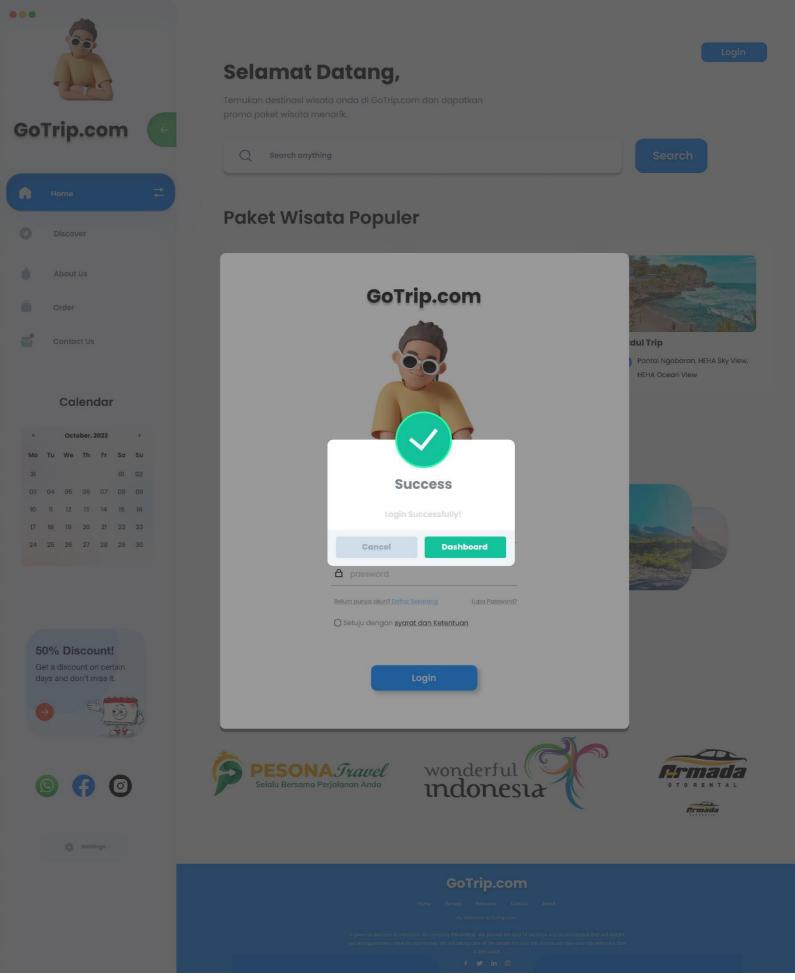
Gambar 2 Sebelum login, User harus membuat akun terlebih dahulu dengan fitur daftar.



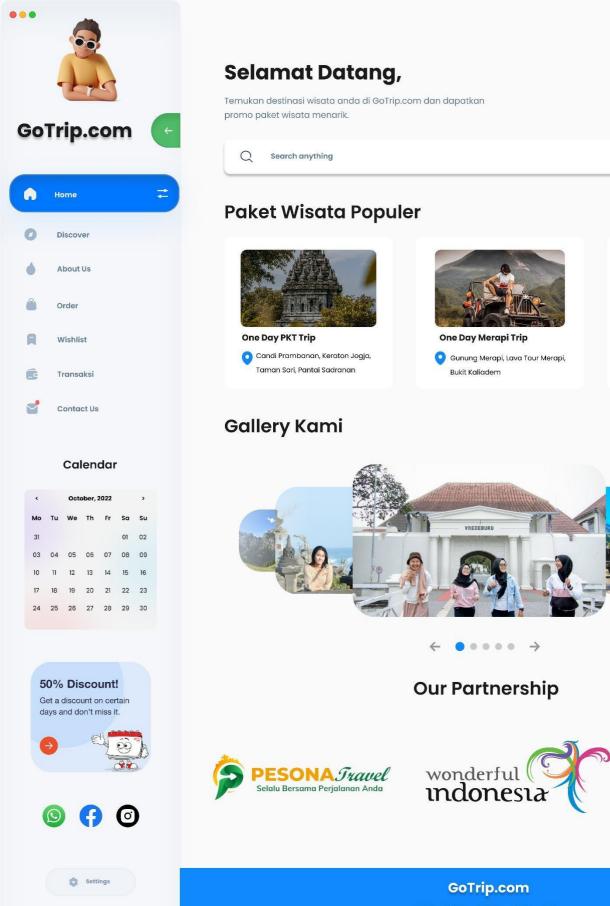
Gambar 3 Tampilan daftar telah sukses.

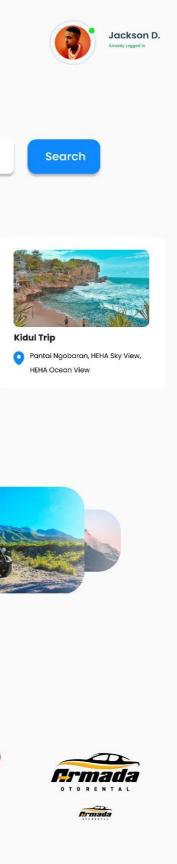


Gambar 4 Tampilan login



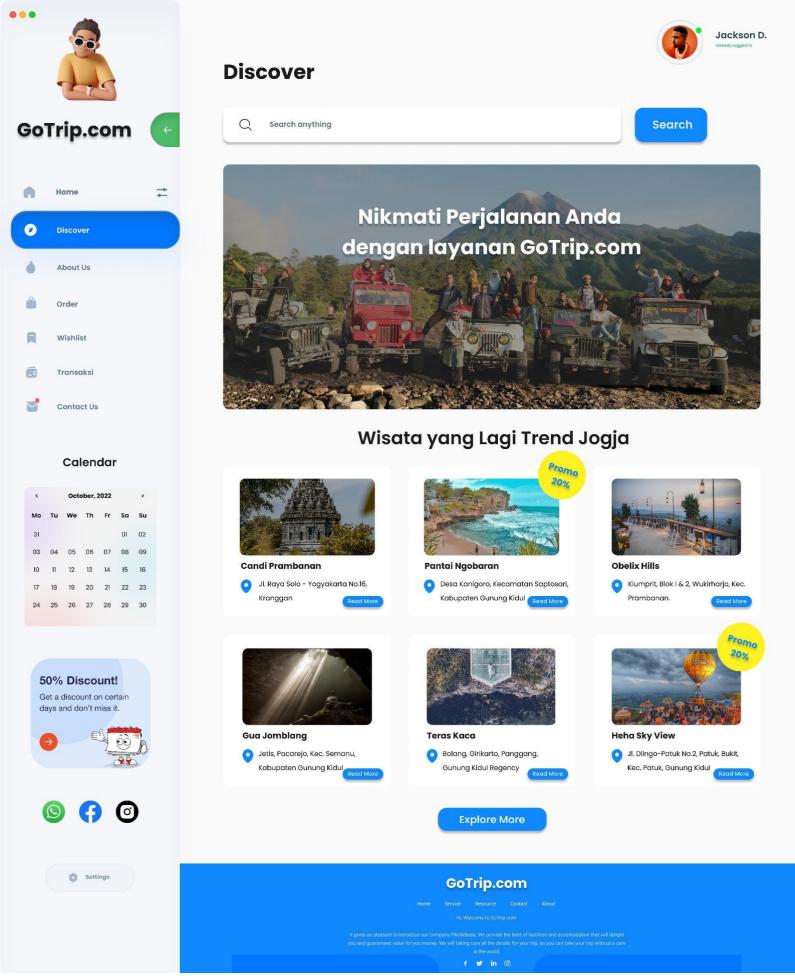
Gambar 5 Login sukses



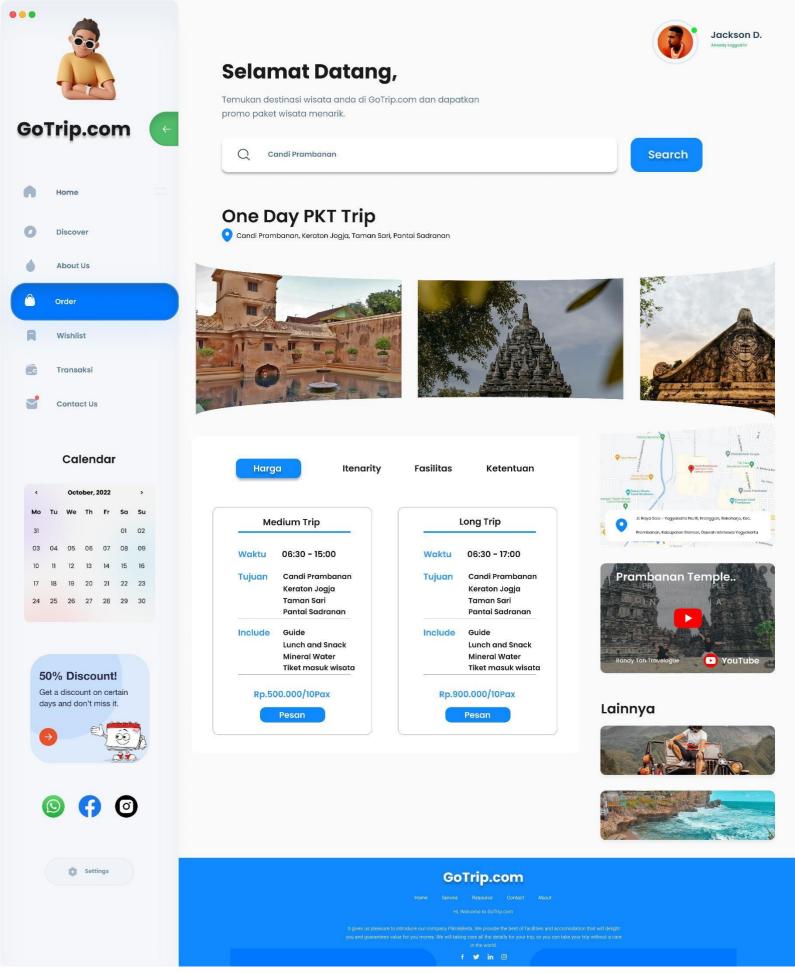




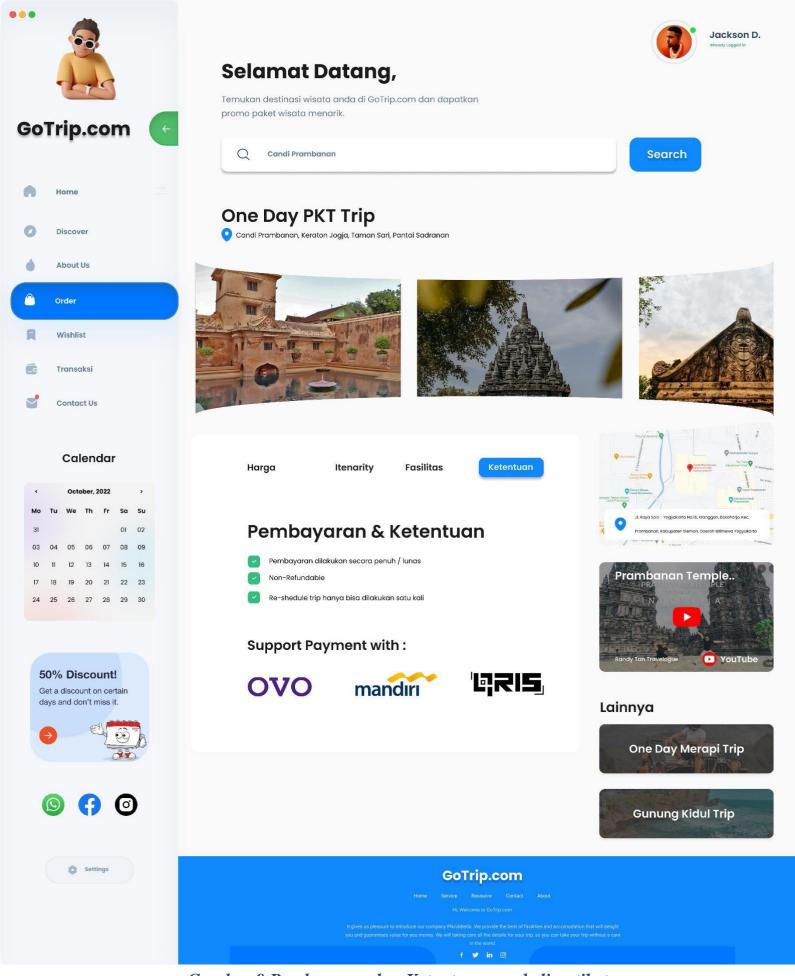
Gambar 6 Tampilan Go-Trip setelah berhasil login



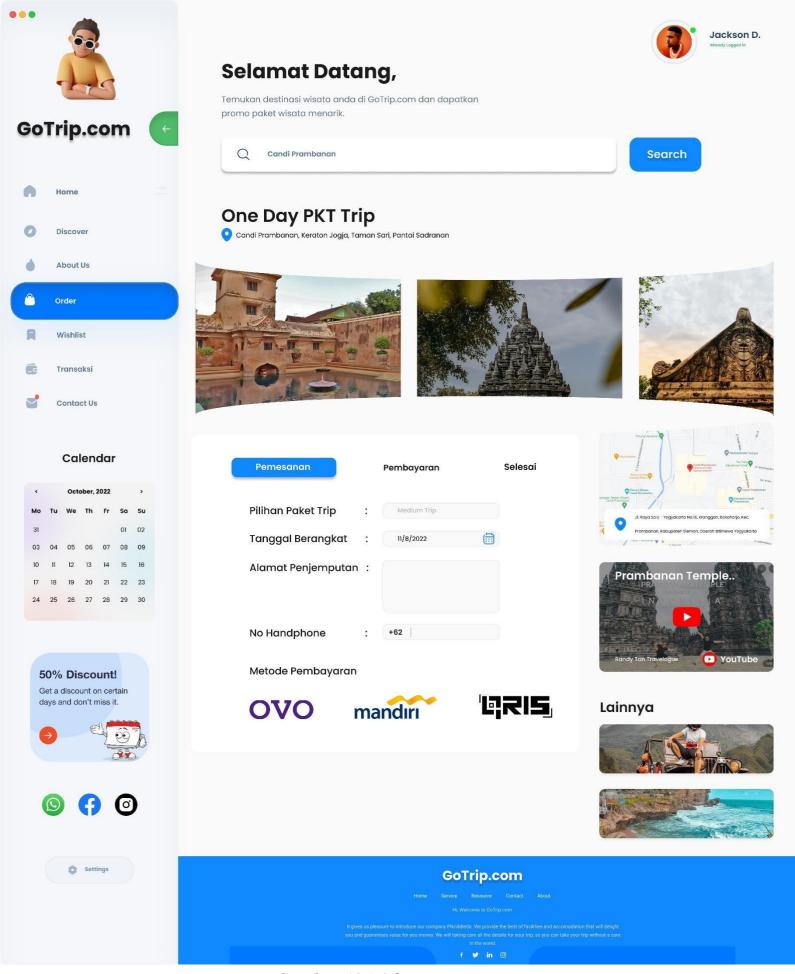
Gambar 7 Tampilan Discover untuk menemukan tempat wisata



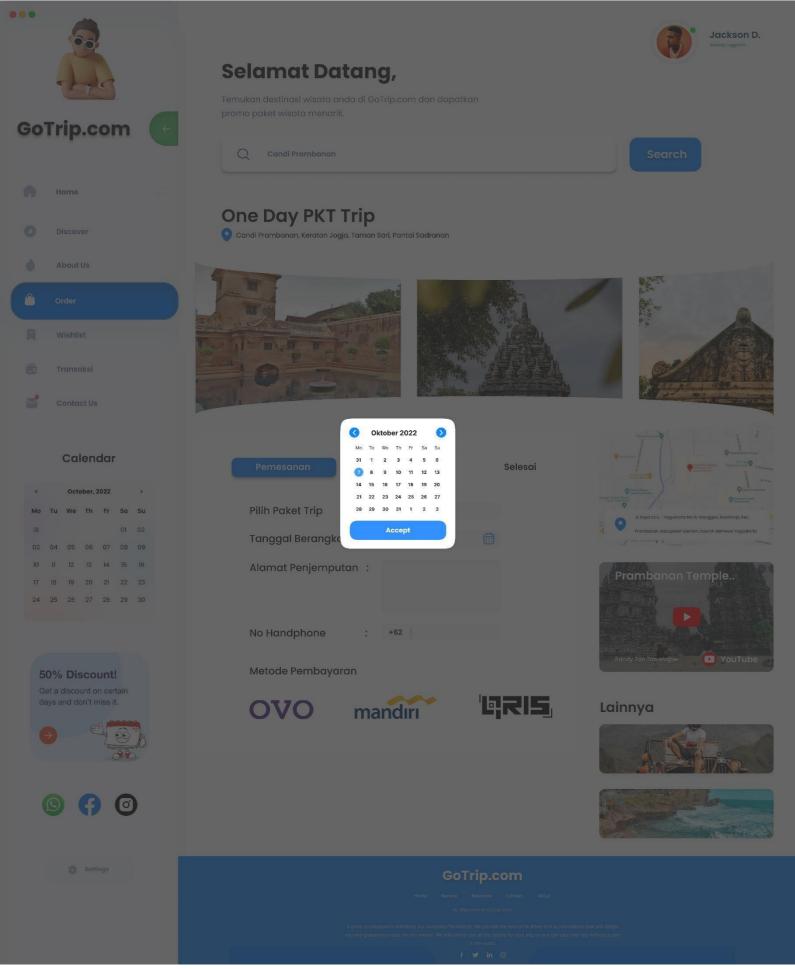
Gambar 8 Menentukan harga yang akan dipilih



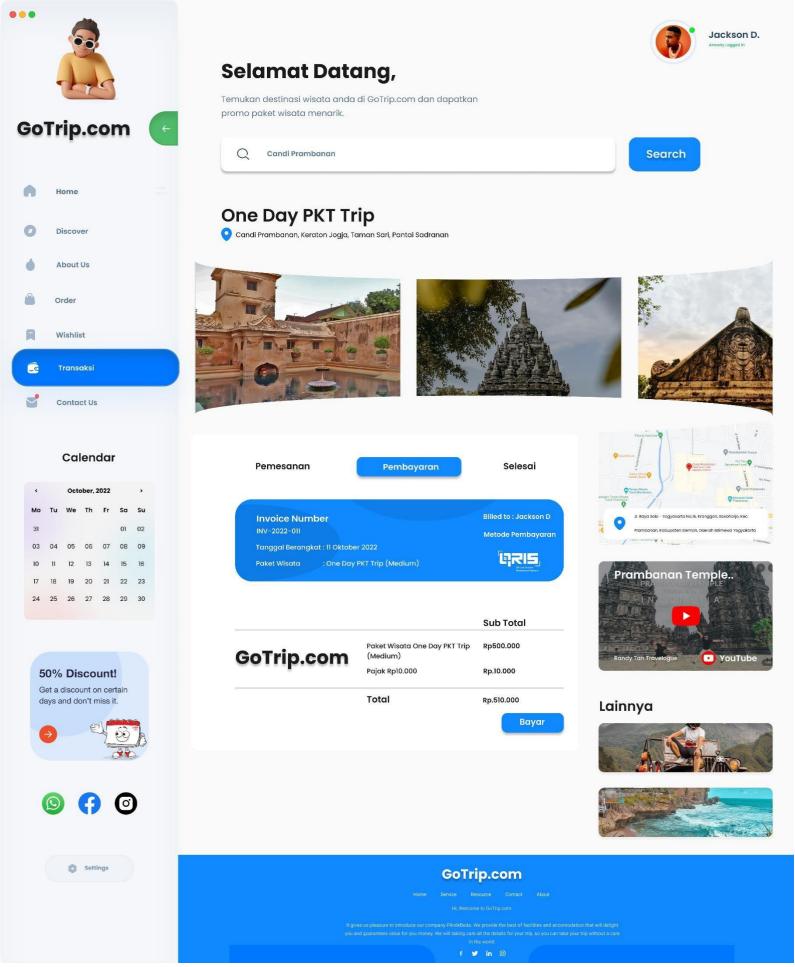
Gambar 9 Pembayaran dan Ketentuan pembelian tiket

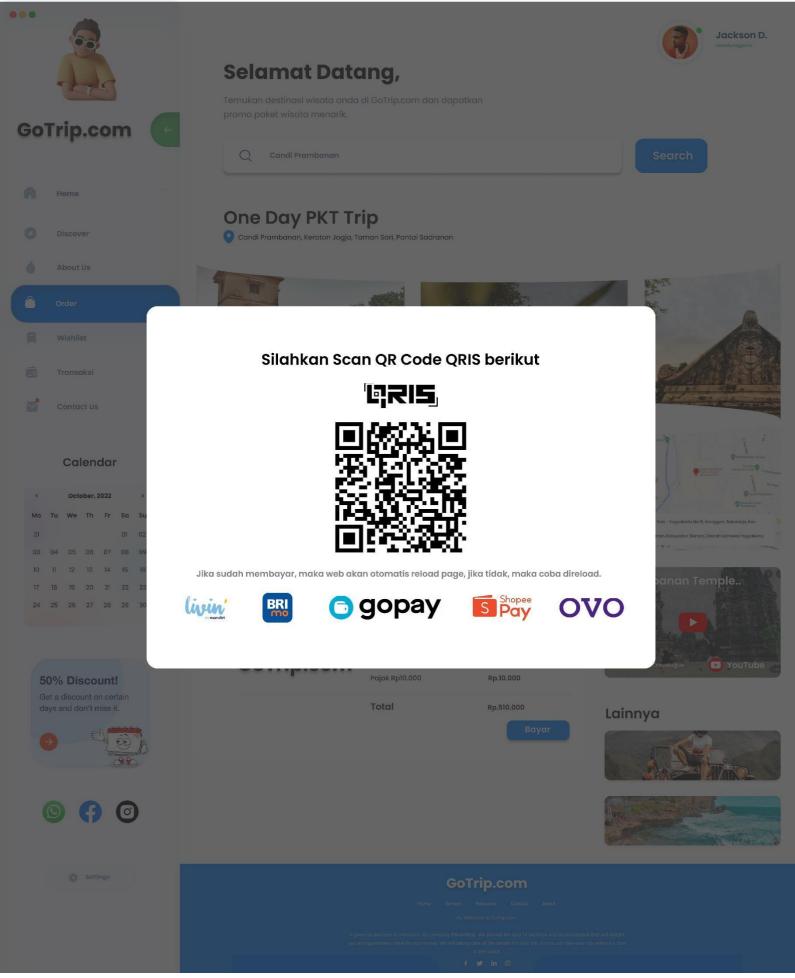


Gambar 10 Isi form pemesanan

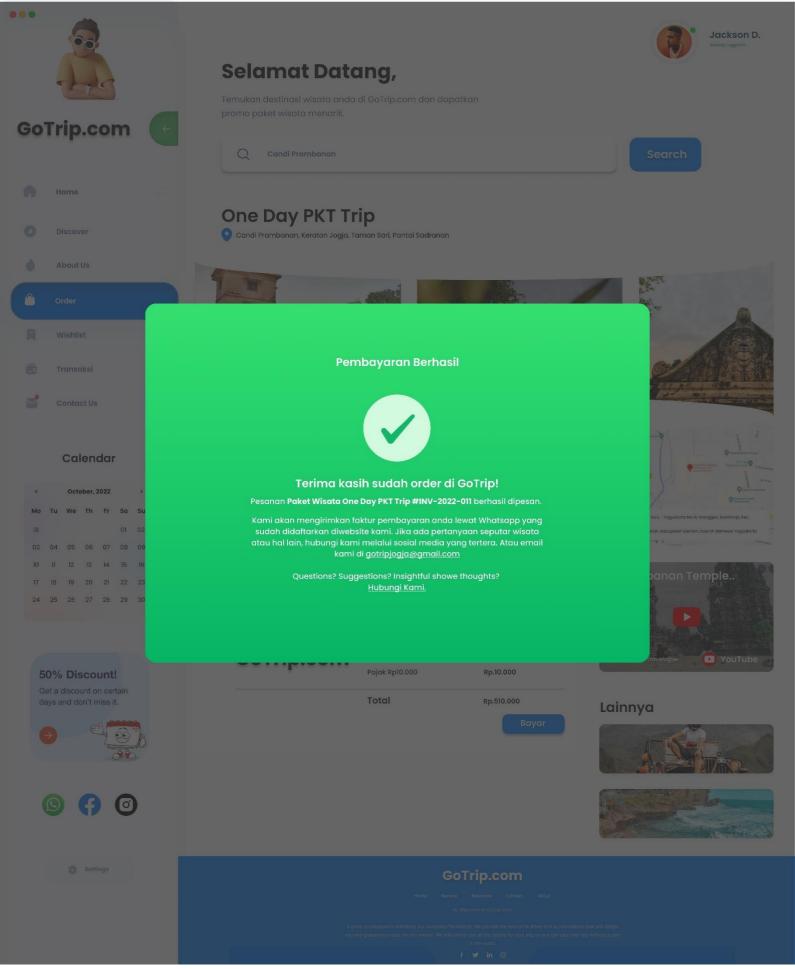


Gambar 11 Pilih tanggal keberangkatan

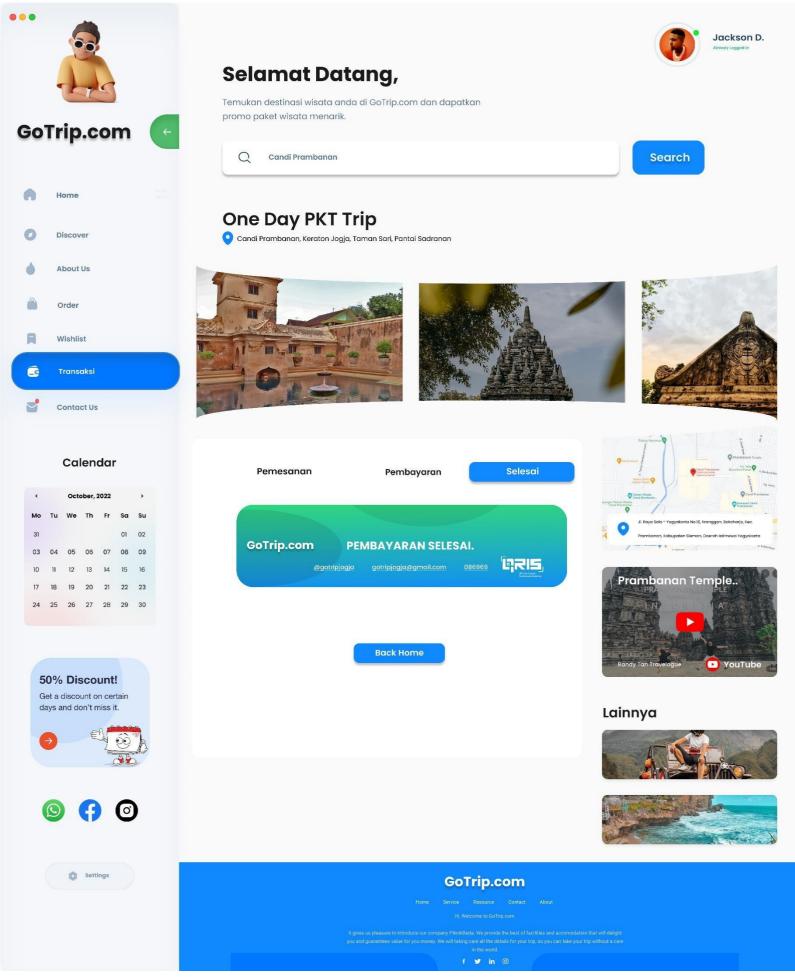




Gambar 13 Tampilan pembayaran via QRIS



Gambar 14 Pembayaran berhasil



Gambar 15 Pembayaran telah selesai