

ABSTRACT

*Farmers in Indonesia continue to face various challenges in marketing their agricultural products, such as limited market access, low digital literacy, and dependence on intermediaries. These issues contribute to low farmer income and widen the economic gap between rural and urban areas. To address this problem, this study developed a **static prototype** of a mobile application called Green Harvest, designed to facilitate direct sales of agricultural products from farmers to consumers. The application was built using the Flutter framework and developed following the Software Development Life Cycle (SDLC) with the Waterfall model. Key features of the app include product management, digital payment interface, order tracking display, and user role management (farmer, consumer, and admin). The implementation was conducted through an Android emulator, and internal testing was performed by the developer using scenario-based simulations. The results showed that the application successfully demonstrated most of the core processes through its user interface; however, some features such as **order tracking and product verification** remain at the interface level and are not yet functionally connected to a backend system. This application is expected to serve as a foundation in supporting agricultural digitalization and improving farmers' welfare through more efficient and equitable distribution mechanisms.*

Keywords: MobileApplication, GreenHarvest, Agricultural Digitalization, Flutter, Farmers