

MINI PACK

Make It Pretty

Make your AI-built app look like you meant it.

For Cursor · Claude Code · Claude · ChatGPT · Windsurf · Lovable · Bolt · v0 · Replit

10 prompts · 4 sections

Welcome! How to Use This Pack

AI tools are great at building screens that work. They're less good at screens with taste. Left alone, many AI-built apps end up looking the same: a purple gradient, everything centered, a row of identical cards, and headings that all feel the same size.

This pack helps you pick a look on purpose, tighten spacing and type, fix the mobile bugs people actually hit, make the in-between moments feel finished, and turn your landing page copy into something clear and specific.

How each prompt is laid out

- **Title:** what the prompt is.
- **Use this when...:** one or two sentences on what the prompt is for and when to reach for it.
- **Fill in:** the blanks to replace before you paste.
- **The prompt:** the box you copy.
- **Tips to customize:** optional ways to change it.

Anything in **[BRACKETS IN CAPS]** is a blank to fill in. Screenshots help a lot: most AI tools can look at an image of your current screen.

Using the Vibe Code Starter Pack too? Its prompts 2.2, 2.4, 7.1, and 7.3 build the basics (a landing page, a responsive layout, a design system, and app states). This pack is for refining what you already have.

Quick Start: 30-Minute Makeover

1. **Choose a direction.** Use **Prompt 1.2 (Pick a Visual Direction)**.
2. **Remove the generic look.** Use **Prompt 1.1 (Make It Not Look AI-Generated)**.
3. **Tighten spacing.** Use **Prompt 2.1 (Spacing and Alignment Audit)**.
4. **Check it on your phone.** Use **Prompt 3.1 (Fix the Mobile Bugs People Actually Hit)**.
5. **Sharpen the headline.** Use **Prompt 4.2 (Hero Section: Three Takes)**.

Golden rule: Change the look, never the behavior. Ask the AI to keep all functionality the same and test after each change.

What's Inside

1. A Look That's Yours (2 prompts)
2. Spacing & Type (2 prompts)
3. Mobile & In-Between Moments (3 prompts)
4. Landing Page Words & Structure (3 prompts)

SECTION 1

A Look That's Yours

Stop looking like every other AI-built app.

1.1 Make It Not Look AI-Generated

Use this when your app looks "fine" but anonymous, like a template. It's for spotting and replacing the default patterns that make an app look generic.

Fill in: [APP IDEA], [TARGET USER], [3 WORDS FOR HOW IT SHOULD FEEL] (e.g. "calm, warm, trustworthy" / "loud, playful, fast"), [ATTACH SCREENSHOT OR TAG MAIN PAGE FILES].

My app looks generic, like a default AI-generated design. Help me find and replace the generic patterns. Keep all functionality exactly the same.

App: [APP IDEA]

Who it's for: [TARGET USER]

3 words for how it should feel: [3 WORDS FOR HOW IT SHOULD FEEL]

[ATTACH SCREENSHOT OR TAG MAIN PAGE FILES]

Please:

1. List the generic patterns you see, for example: default gradients, everything centered, identical card grids, emoji used as icons, the same font weight everywhere, a stock "hero + 3 features" layout, vague headings like "Powerful features".
2. For each one, suggest a specific replacement that fits my 3 words and my audience.
3. Suggest ONE distinctive element that could make it recognizable (for example a signature color, an illustration style, an unusual layout for one section, or a playful detail).
4. Apply the top 5 changes, one area at a time, and list the files you changed.
5. Make sure text contrast stays accessible.

 **Tips to customize:** Add "Things I like: [2-3 SITE NAMES OR SCREENSHOTS]" for inspiration. Ask the AI to borrow the principles (spacing, contrast, tone), not copy the design.

1.2 Pick a Visual Direction

Use this when you don't know what style you want, or you keep changing your mind. It's for choosing between a few clear design directions before any code changes.

Fill in: [APP IDEA], [TARGET USER], [FEELING], [ANYTHING I ALREADY KNOW I WANT OR DON'T WANT] (e.g. "dark mode", "no purple").

```
Before we change any code, help me choose a visual direction for my app.
```

```
App: [APP IDEA]
```

```
Who it's for: [TARGET USER]
```

```
What I want people to feel: [FEELING]
```

```
Anything I already know I want or don't want: [ANYTHING I ALREADY KNOW I WANT OR  
DON'T WANT]
```

```
Please give me 3 different directions. For each one:
```

1. A short name and a one-sentence description of the vibe.
2. A color palette: background, surface, text, primary, accent, with hex codes, and a note on contrast.
3. A font pairing (free fonts, such as from Google Fonts) and why it fits.
4. Corner radius, shadow style, and icon style.
5. One example of how a button and a card would look, described in words.
6. Who this direction suits best and the risk of choosing it.

```
Then ask me which one I want, and wait. Once I choose, set it up as CSS variables  
or theme config without changing any layout or functionality yet.
```



Tips to customize: Ask for a single test page showing all 3 directions side by side, so you can compare them in the browser.

SECTION 2

Spacing & Type

Most "this looks off" feelings come down to spacing and text.

2.1 Spacing and Alignment Audit

Use this when your page feels cluttered or slightly "off" and you can't say why. It's for finding uneven gaps, misaligned edges, and cramped sections, then fixing them with one consistent spacing scale.

Fill in: [ATTACH SCREENSHOT OR TAG FILES], [STYLING APPROACH] (e.g. Tailwind / plain CSS / CSS modules).

Audit the spacing and alignment on this screen and fix it. Don't change functionality or colors.

[ATTACH SCREENSHOT OR TAG FILES]

Styling approach: [STYLING APPROACH]

Please:

1. List specific problems: inconsistent gaps between similar elements, items that almost line up but don't, text running too wide to read comfortably, sections with no breathing room, and padding that differs between similar cards or buttons.
2. Set one spacing scale (for example multiples of 4px or 8px) and show it as CSS variables or Tailwind config.
3. Group related things closer together and separate unrelated things more, and explain this rule in one sentence.
4. Limit the width of body text to a comfortable reading length.
5. Apply the fixes and list each change with a one-line "why".

2.2 Fix My Text Hierarchy

Use this when everything looks equally important, or headings and body text blur together. It's for making it obvious what to read first, second, and third on each screen.

Fill in: [ATTACH SCREENSHOT OR TAG FILES], [FONTS OR "NOT SURE"].

Fix the typography hierarchy in my app so it's clear what matters most on each screen.

[ATTACH SCREENSHOT OR TAG FILES]

Current fonts: [FONTS OR "NOT SURE"]

Please:

1. Tell me what a visitor's eye lands on first, second, and third right now, and what it SHOULD land on.
2. Create a small type scale (for example page title, section heading, card title, body, small text) with size, weight, line height, and letter spacing for each.
3. Use weight and color (not just size) to separate levels, and keep to a maximum of 2 fonts.
4. Check line height and paragraph spacing for long text.
5. Apply it across my screens, make sure text stays readable on mobile, and list the files changed.

 **Tips to customize:** If your app has lots of numbers (prices, stats, scores), ask for "tabular numbers" so digits line up in columns.

SECTION 3

Mobile & In-Between Moments

The details people notice on their phones and while they wait.

3.1 Fix the Mobile Bugs People Actually Hit

Use this when the layout is responsive, but things still feel broken on a real phone. It's for fixing specific phone problems that a general "make it responsive" pass often misses.

Fill in: [TECH STACK], [PHONES I'VE TESTED] (e.g. "iPhone Safari", "Android Chrome", "only desktop device mode"), [DESCRIBE OR "NOT SURE"].

My app is responsive, but it still has problems on real phones. Check for these specific issues and fix any you find. Keep desktop exactly the same.

Tech stack: [TECH STACK]

Phones I've tested: [PHONES I'VE TESTED]

Problems I've noticed: [DESCRIBE OR "NOT SURE"]

Check for:

1. Full-height sections that jump or get cut off when the browser's address bar shows or hides (explain the newer viewport units like dvh/svh and when to use them).
2. The on-screen keyboard covering inputs or the submit button.
3. Inputs that make the page zoom in on iPhone when tapped (font size too small).
4. Content hidden under the notch or home bar (safe areas) in full-screen layouts.
5. A single element causing sideways scrolling. Tell me how to find it in DevTools.
6. Hover-only effects or menus that don't work with touch.
7. Wide tables, code blocks, or images that overflow.
8. Fixed headers or bottom bars covering content.

For each issue found: the cause, the fix, and how to test it on a real phone.

 **Tips to customize:** Device mode in your desktop browser is a good start, but test on a real phone too. Some problems (like the keyboard and address bar behavior) only show up there.

3.2 States Audit for Every Screen

Use this when you've built the main screens and want to make sure none of them look broken in the in-between moments. It's for making a full list of every screen's missing states (empty, loading, error, success, partial) and the words for each.

Fill in: [APP IDEA], [LIST OR "PLEASE FIND THEM"], [TONE OF VOICE] (e.g. "friendly and short").

Go through every screen in my app and audit its states. Don't change code yet.

App: [APP IDEA]

Screens: [LIST OR "PLEASE FIND THEM"]

Tone of voice: [TONE OF VOICE]

Please make a table with one row per screen and columns for:

- Empty (first use, no data yet)
- Loading
- Error (network fails, server error, not allowed)
- Success (after an action)
- Partial or edge cases (one item, hundreds of items, very long names, missing images)

For each cell: does it exist today (yes/no/bad), and the exact text it should show, written in my tone. Every empty state should tell the user what to do next. Every error should say what happened and what they can do.

Then list the 5 most important gaps, and fix them one at a time when I say go.

 **Tips to customize:** Test edge cases with fake data: "Create a test user with 0 items, 1 item, and 200 items, plus one with a very long name."

3.3 Forms That Feel Good

Use this when your sign up, checkout, settings, or contact form feels clunky or confusing. It's for making forms clear and forgiving: labels, helpful errors, button states, and no lost input.

Fill in: [TAG FORM FILE OR ATTACH SCREENSHOT], [PURPOSE].

Improve the user experience of this form. Keep the same fields and backend behavior.

[TAG FORM FILE OR ATTACH SCREENSHOT]

What the form is for: [PURPOSE]

Please:

1. Make sure every field has a visible label (not just placeholder text) and the right input type (email, tel, number) so phones show the right keyboard.

2. Show errors next to the field, in plain words that say how to fix it, and only after the user leaves the field or submits.
3. Disable the submit button and show "Saving..." while it submits, so it can't be clicked twice.
4. Keep what the user typed if submitting fails.
5. Show a clear success message or next step after submitting.
6. Check keyboard use: Tab order makes sense, Enter submits, and focus is visible.
7. Remove any field that isn't really needed, and tell me which ones you'd cut.

SECTION 4

Landing Page Words & Structure

Clear words do more than pretty colors.

4.1 Rewrite My Landing Page Copy

Use this when you already have a landing page, but the words feel generic or don't explain what the product does. It's for turning vague, buzzwordy copy into clear, specific words that match how your audience talks.

Fill in: [WHAT IT DOES], [TARGET USER], [THE PROBLEM THEY HAVE, IN THEIR OWN WORDS] (e.g. phrases from Reddit, X, emails, or conversations), [DIFFERENCE], [PRICE, FEATURES, ANY REAL DETAILS], [PASTE CURRENT COPY OR TAG THE FILE].

Rewrite the copy on my landing page so it's clear and specific. Keep the layout the same for now.

Product: [WHAT IT DOES]

Who it's for: [TARGET USER]

The problem they have, in their own words: [THE PROBLEM THEY HAVE, IN THEIR OWN WORDS]

What makes it different: [DIFFERENCE]

Facts I can use: [PRICE, FEATURES, ANY REAL DETAILS]

[PASTE CURRENT COPY OR TAG THE FILE]

Please:

1. Flag vague phrases and buzzwords in my current copy (for example "revolutionary", "seamless", "powerful", "all-in-one") and explain why each one is weak.
2. Rewrite each section in plain words, using my audience's own phrases where they fit.
3. Make every heading say something specific a reader can picture.
4. Use only the facts I gave you. Don't invent numbers, user counts, reviews, testimonials, or logos. If a section needs proof I don't have, leave a clearly marked placeholder.
5. Show old and new copy side by side.



Tips to customize: Read the new copy out loud. If you wouldn't say a sentence to a friend, ask the AI to make it simpler.

4.2 Hero Section: Three Takes

Use this when your headline is vague, or you can't decide how to pitch your product. It's for getting several clear options for the first thing visitors see: headline, subheadline, and button.

Fill in: [WHAT IT DOES], [TARGET USER], [OUTCOME], [MAIN ACTION I WANT] (e.g. "join waitlist", "try free", "buy").

Write 3 different versions of my landing page hero section.

Product: [WHAT IT DOES]

Who it's for: [TARGET USER]

Main result they get: [OUTCOME]

Main action I want: [MAIN ACTION I WANT]

For each version:

1. Use a different angle: (a) the problem they have, (b) the result they get, (c) what makes it different.
2. A headline (under 10 words), a subheadline (1-2 sentences that say what it is and who it's for), and button text that says what happens when you click it.
3. A one-line note on when this angle works best.

Rules: no buzzwords, no made-up numbers or claims. Then tell me which you'd pick and why, and build my choice into my hero section when I confirm.

4.3 Landing Page Teardown

Use this when people visit but don't sign up or buy, and you're not sure why. You get an honest review of your existing landing page's structure, with a prioritized fix list.

Fill in: [URL / TAG FILES / SCREENSHOT], [TARGET USER], [ACTION].

Do an honest teardown of my landing page, as if you were a first-time visitor who has never heard of my product. Don't change anything yet.

Page URL or files: [URL / TAG FILES / SCREENSHOT]

Who it's for: [TARGET USER]

The one action I want visitors to take: [ACTION]

Please answer:

1. In the first 5 seconds, can a visitor tell what this is, who it's for, and what to do? Quote what they'd see.
2. Is the order logical? A common flow is: what it is, the problem, how it works, what you get, proof (only if real), price, FAQ, final call to action.
3. Where would a visitor get confused, bored, or doubtful? Be specific.
4. Are there too many competing buttons or links?
5. What questions would they still have before buying or signing up?
6. How does it look and read on a phone?

End with a top-5 fix list ordered by likely impact, and say which prompt in this pack helps with each.

Bonus: Magic Phrases for Design

- "Keep all functionality exactly the same."
- "Show me before and after."
- "Explain the design principle behind each change."
- "Use only facts I gave you. No made-up numbers or testimonials."
- "Check it at 375px wide."
- "Pick one and tell me why."

Looking Good

That's the whole Make It Pretty pack: **10 prompts across 4 sections**. Pick a direction, fix spacing and type, sweat the phone details, and say what your product does in plain words.

Happy building!