



MATIE



CONTENTS

01 **Intro**

Team introduction

About ESG

02 **Thoughts**

Things we can do for ESG

About our service

Expectations

03 **App introduction**

04 **Development**

Planning & Research

Design & Prototyping

Code development

05 **3 Weeks in Melbourne**



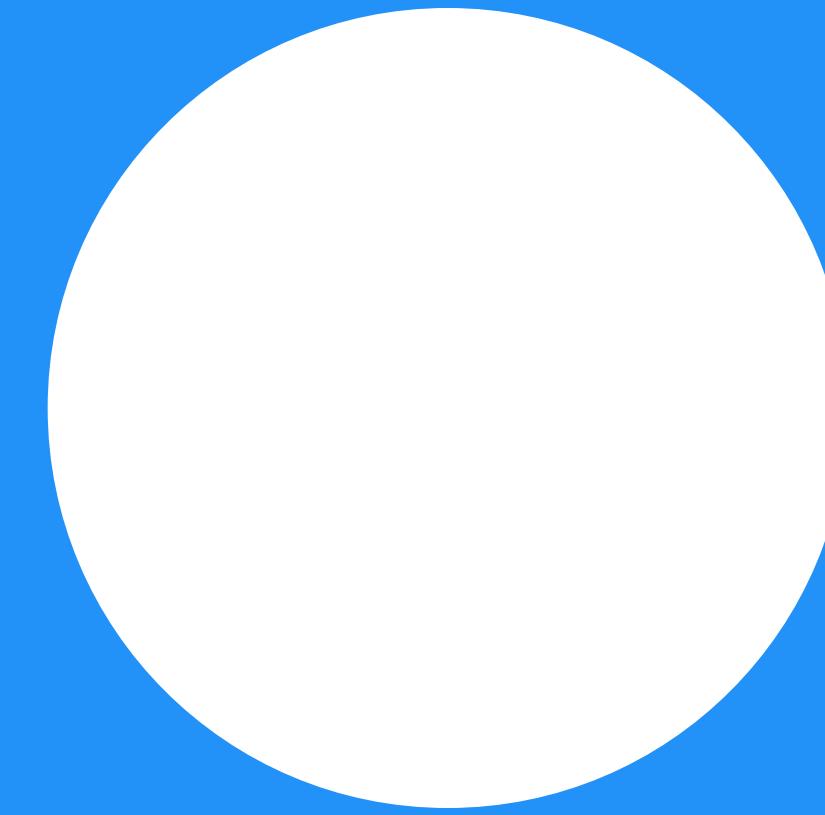
Emily

Back-end Development



Ha-eun

Front-end Development



Ciel

Design

E

S

G

Environment

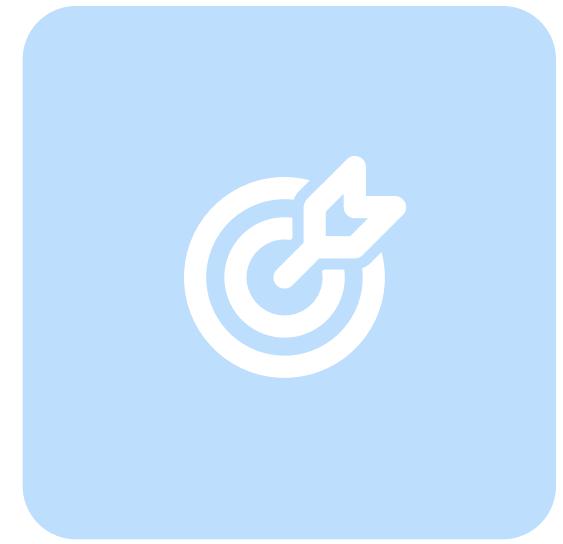
Social

Governance

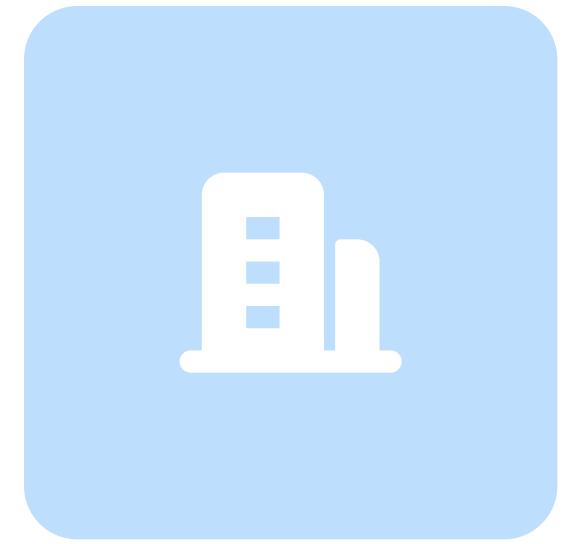
Sustainability



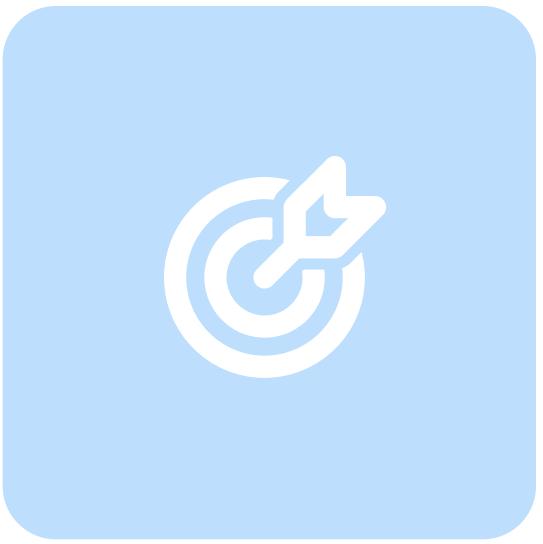
02 Thoughts Things we can do for ESG



01 People's Participation



02 Thoughts Things we can do for ESG



02 Company's Change



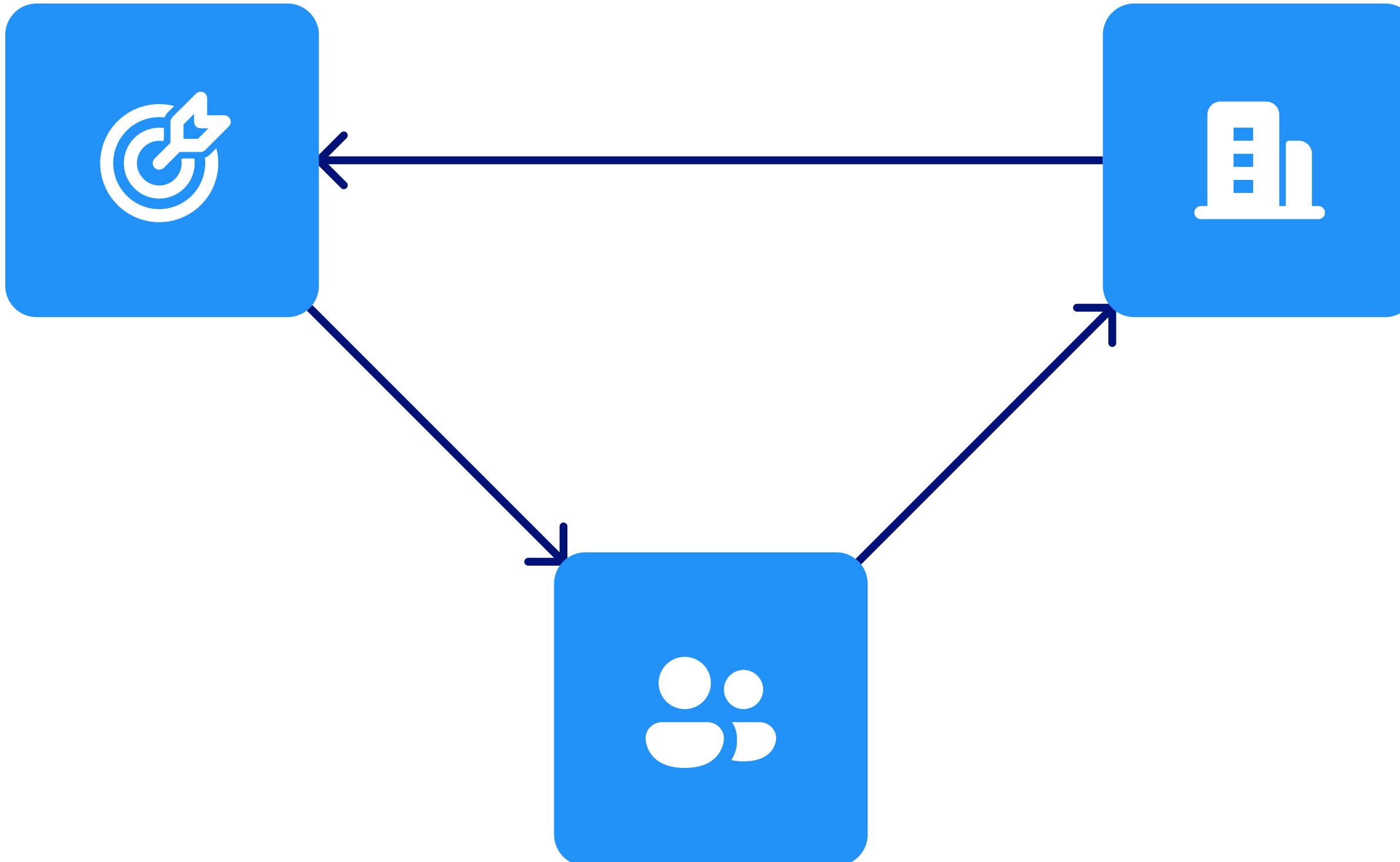
02 Thoughts Things we can do for ESG



00
**Given reason
to move on**



02 Thoughts Things we can do for ESG





Three challenges a day

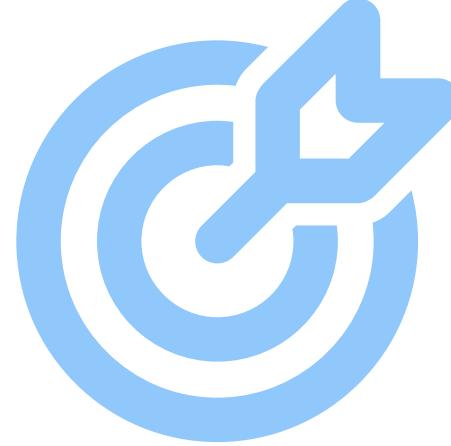


- Easy to finish
- Good for Environments
- Earn points

①



②



③



①

Buy ESG-friendly products



- Co-op with ESG-friendly companies
- ESG movements to ESG product
- Accessability for good purchase

②

③

02 Thoughts Expectations



①



②



③

Virtuous cycle

- Co-op with ESG-friendly companies
- ESG movements to ESG product
- Accessability for good purchase

03 Matie App introduction





ect. A mental health support app that connects users with mental health professionals, promoting a supportive community.

Share: A neighborhood sharing app where users can share items, encouraging consumption and fostering a sense of community.

Job Board: A job search platform specifically for eco-conscious companies, helping users find sustainable jobs.

eStyle: An app promoting sustainable fashion trends and providing information on eco-friendly brands.

Health & Wellness: A health and wellness app that encourages users to adopt healthy lifestyles through various challenges.

Travel Explorer: Connecting eco-conscious tourists with sustainable accommodations, and responsible tour operators.

Civic Engagement: An app facilitating civic engagement through initiatives, community events, and opportunities for volunteering.

Caregiver Network: Connecting caregivers and those who care for the elderly or individuals with special needs.

Energy Tracker: A utility app that helps users track their energy usage, promoting energy conservation and sustainability.

Mindful Eating: An app promoting mindful eating habits by encouraging locally sourced and sustainable food choices.

Artisan Marketplace: A platform for artisans to connect with conscious consumers, supporting local craftsmanship.

Safety Companion: A safety app allowing users to track their physical activity and provide tips for staying safe.

App 이름 App name : 메이티(Matie) / ESG Mate

배경 Stories :

주요고객 Target Users: 20~30대

주요 기능 Main function : 챌린지 Challenge

1. 분야별 챌린지 Daily challenge
 - a. 매일 제공되는 분야별 챌린지
 - b. 챌린지 달성을 인증하기
 - c. 챌린지 참여 확인 후 캐릭터 획득
2. 그룹 챌린지 Group challenges
 - a. 다른 사람들과 함께하는 챌린지
 - b. 그룹을 생성하여 주변 유저들과 함께하기
 - c. 챌린지 달성을 통해 상품 제공

부가 기능

1. 커뮤니티

호아비코 캐리비디 김우진 캐리비디 김우진 캐리비디 배경 .

Arial 11 B I Restricted

1 2 3 4 5 6 7



Matie 앱 구체화

앱 이름 : 메이티(Matie) / ESG Mate

플랫폼 : 안드로이드

기간 : 호주 글로벌 인턴쉽 2024.01.08 ~ 2024.01.25

파트

- 김혜승 : 기획 / 프론트엔드 / 백엔드
- 김하은 : 기획 / 프론트엔드
- 양소영 : 기획 / 디자인

Step 1 - Question

Thinking about what we could do for ESG

Step 2 - Choice

Looking for a few kinds of app we would try

Step 3 - Flowchart

Figuring out what to make to give motivations

Step 4 - Sketch

Figuring out what to make for give motivations

04 Development Planning & Research



글로벌 인턴... / ❤️ PPT 내용

서식 도구 확장 프로그램 도움말

A 100% 일반 텍스트 Arial 11 B I U A

c. 챌린지 참여 확인 후 캐릭터 포인트 지급
2. 그룹 챌린지 Group challenges
a. 다른 사람들과 함께하는 챌린지 제공
b. 그룹을 생성하여 주변 유저들과 함께 챌린지 도전
c. 챌린지 달성 후 상품 제공

부가 기능
1. 커뮤니티
분야별로 캐릭터 키우기 (4~5) + 캐릭터 변경도 가능
포인트로 구매할 수 있는 것 : 환경적 상품 및 캐릭터 옷이나 모자
함께하고 있는 기업을 리스트
사람간 연결할 수 있는 무언가가 있으면 좋겠다
->챌린지 혼자/ 여러 사람이 모여서 할 수 있게 선택..?
여러명이서한다면 -> 원가 지역아동센터나 보육원같은곳 연계
공유를 할 수 있는 시스템
커뮤니티 -> 토론 -> 자유게시글 / 질문 Q&A
지역별로 다른 레이드 제공 -> 시간이 남을 경우

캐릭터 활용
그룹만들고 함께 해결해야 할 챌린지. -> 아래 각자 멤버들의 캐릭터
기간 정해서 해당 기간은 스페셜 보너스 기간 : 할인쿠폰을 주던 것

출석보상
로드맵 형식으로 따라가게끔

만보기
통계
퀴즈
보상이 될 존재

- 캐릭터 (왜키워야하는가) -> 그룹 챌린지

아이디어

- ESG를 위해 할 수 있는 일?
 - 사람들의 참여와 기업의 변화
 - 동기부여
 - 영감: 탄소중립포인트 녹색생활 실천
- 서비스 요약
 - 챌린지 제공
 - 포인트 획득
 - ESG 상품 구매
- 기대효과
 - 사람들의 사소한 참여 독려
 - ESG에 대한 관심 증가
 - ESG 상품 연계로 판매 증가

메이티

- 앱 설명
 - 홈 - 만보기/챌린지 요약/캐릭터
 - 챌린지 - 타입별 데일리 챌린지/그룹 챌린지
 - 커뮤니티 - Q&A/토론
 - 프로필

개발

- 기획
 - 아이디어 변화 - 캐릭터/레이드 중심>챌린지 중심
- 디자인
 - 스케치/와이어프레임/색상 선정/디자인/프로토타입
- 개발
 - 백엔드/프론트엔드

Step 1 - Question

Thinking about what we could do for ESG

Step 2 - Choice

Looking for a few kinds of app we would try

Step 3 - Flowchart

Figuring out what to make to give motivations

Step 4 - Sketch

Figuring out what to make for give motivations



Step 1 - Question

Thinking about what we could do for ESG

Step 2 - Choice

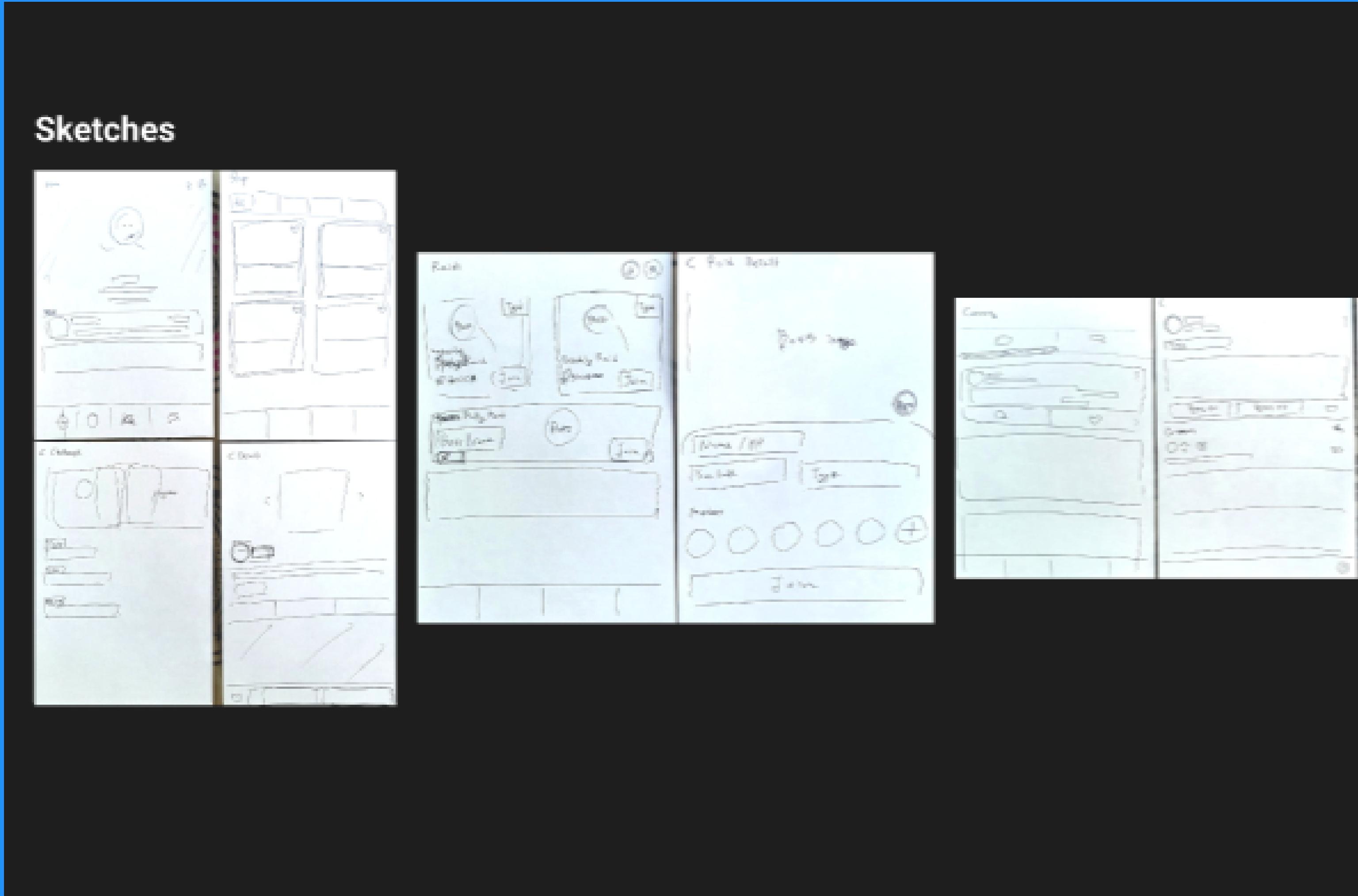
Looking for a few kinds of app we would try

Step 3 - Flowchart

Figuring out what to make to give motivations

Step 4 - Sketch

Figuring out what to make for give motivations



Sketches

Step 1 - Question

Thinking about what we could do for ESG

Step 2 - Choice

Looking for a few kinds of app we would try

Step 3 - Flowchart

Figuring out what to make to give motivations

Step 4 - Sketch

Figuring out what to make for give motivations



Step 1 - Wireframe

Making wireframe on Figma according to sketches

Step 2 - Colour & Styleguide

Picking colours for the app and working on styleguides

Step 3 - UI Design

Changing some wireframes and finishing UI design

Step 4 - Prototype

Connecting pages and add animations for development



The image displays a vertical color palette on the left, featuring a top row of 11 grayscale squares from 900 to 50, followed by three rows of colored squares (Primary, Secondary, Tertiary) with labels 'P', 's', and 'T' respectively. Below the palette are two columns of color swatches: one for 'Surface Colors' (Red, Blue) and another for 'Text Colors' (various shades of gray).

On the right side, there are several Figma-style snippets:

- Surface:** Includes 'Button Default' (blue), 'Button Default - Pressed' (darker blue), 'Button Cancel' (gray), 'Button Cancel - Pressed' (darker gray), 'Button Disabled' (dark gray), 'Button Second' (black), and 'Button Second - Pressed' (darker black).
- Text:** Includes 'H1', 'H2', 'H3', 'H4', 'BODY', 'SMALL', and 'Title'.
- Color:** A snippet titled '01 Background Color 10' containing hex codes like #2291F8, #F5F5F5, and #E9584A.
- UI Elements:** Includes 'Surface01 - Bottom area', 'Surface01 - Content box (Non-pressable)', 'Surface02 - Content box (Pressable)', and 'Button/Default - Default button'.

Step 1 - Wireframe

Making wireframe on Figma according to sketches

Step 2 - Colour & Styleguide

Picking colours for the app and working on styleguides

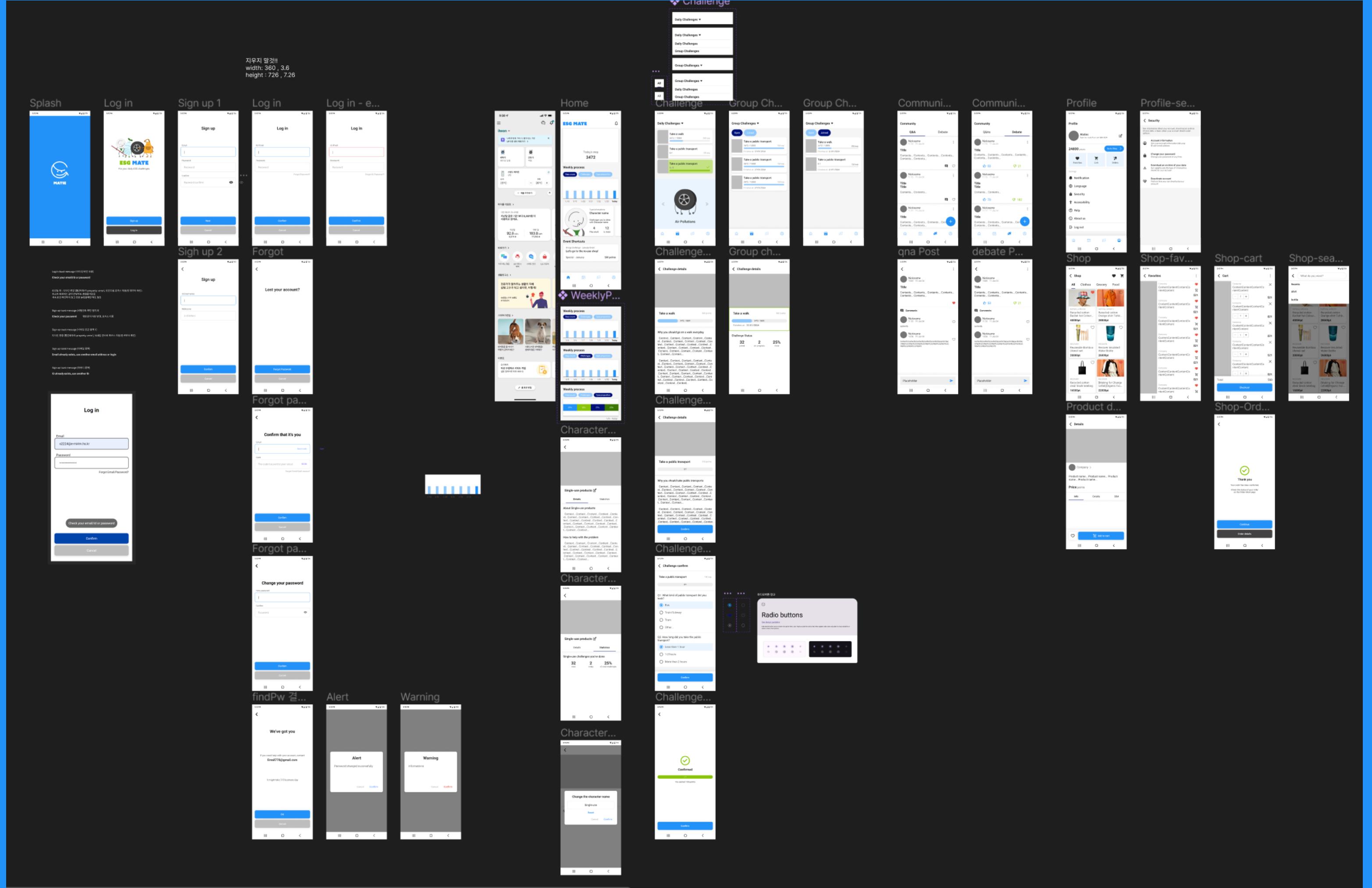
Step 3 - UI Design

Changing some wireframes and finishing UI design

Step 4 - Prototype

Connecting pages and add animations for development

04 Development Design & Prototyping



Step 1 - Wireframe

Making wireframe on Figma according to sketches

Step 2 - Colour & Styleguide

Picking colours for the app and working on styleguides

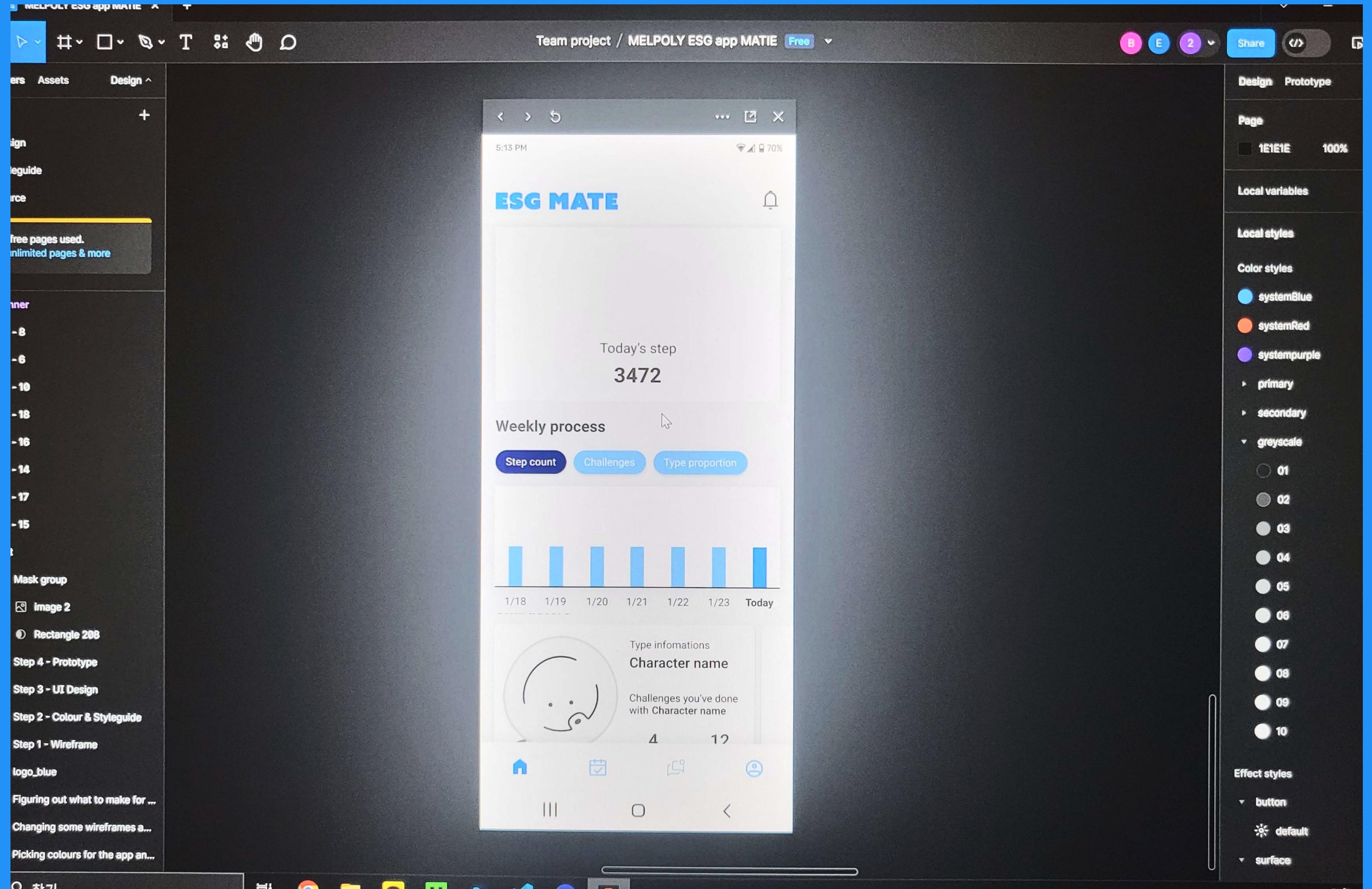
Step 3 - UI Design

Changing some wireframes and finishing UI design

Step 4 - Prototype

Connecting pages and add animations for development

04 Development Design & Prototyping



Step 1 - Wireframe

Making wireframe on Figma according to sketches

Step 2 - Colour & Styleguide

Picking colours for the app and working on styleguides

Step 3 - UI Design

Changing some wireframes and finishing UI design

Step 4 - Prototype

Connecting pages and add animations for development

04 Development Code development



spring 이미지 정적 리소스 : <https://g4daclom.tistory.com>

spring converter : <https://sabarada.tistory.com/132>

호주 디데이 일정 : <https://docs.google.com/document/d/1rcMcu4VCDs/edit>

호주 디데이 일정 기준 : https://docs.google.com/document/d/1mbQnNNE5Sz_cWUKGIFUMc/edit?pli=1

백엔드 - restdocs-api-spec
github 저장소 : <https://github.com/ePages-de/restdocs-api-spec>

sample build.gradle code : <https://github.com/ePages/spec/blob/master/samples/restdocs-api-spec-sample>

실행 : <https://jun27.tistory.com/m/65>

추가 정보 : <https://thalals.tistory.com/433>

Step 1 - Backend Blueprint

Designing database structure
and writing API docs

Step 2 - Making API

Creating spring-based API on
API docs

Step 3 - Making Front-end

Creating actual screens based
on the design

Step 4 - Connection

Importing, deleting, or
modifying data to the screen



04 Development Code development

```
Updating ff14a5c..d034e72
Fast-forward
PS C:\private\matie> git push origin main
Enumerating objects: 1, done.
Counting objects: 100% (1/1), done.
Writing objects: 100% (1/1), 998 bytes
Total 1 (delta 0), reused 0 (delta 0), pack-reused 0
To https://github.com/MsEmily1020/Matie
   ff14a5c..d034e72  main -> main
PS C:\private\matie>
```

```
2024-01-24 18:53:44 1:C 24 Jan 2024 09:53:44.133 * o000o000o000o Redis is starting o000o000o000o
2024-01-24 18:53:44 1:C 24 Jan 2024 09:53:44.133 * Redis version=7.2.4, bits=64, commit=00000000, modified=0, pid=1, just started
2024-01-24 18:53:44 1:C 24 Jan 2024 09:53:44.133 # Warning: no config file specified, using the default config. In order to specify a config file use redis-server /path/to/redis.conf
2024-01-24 18:53:44 1:M 24 Jan 2024 09:53:44.133 * monotonic clock: POSIX clock_gettime
2024-01-24 18:53:44 1:M 24 Jan 2024 09:53:44.136 * Running mode=standalone, port=6379.
2024-01-24 18:53:44 1:M 24 Jan 2024 09:53:44.137 * Server initialized
2024-01-24 18:53:44 1:M 24 Jan 2024 09:53:44.139 * Loading RDB produced by version 7.2.4
2024-01-24 18:53:44 1:M 24 Jan 2024 09:53:44.139 * RDB age 352 seconds
2024-01-24 18:53:44 1:M 24 Jan 2024 09:53:44.139 * RDB memory usage when created 0.97 Mb
2024-01-24 18:53:44 1:M 24 Jan 2024 09:53:44.139 * Done loading RDB, keys loaded: 0, keys expired: 0.
2024-01-24 18:53:44 1:M 24 Jan 2024 09:53:44.139 * DB loaded from disk: 0.002 seconds
2024-01-24 18:53:44 1:M 24 Jan 2024 09:53:44.139 * Ready to accept connections tcp
2024-01-25 00:24:10 1:M 24 Jan 2024 15:24:10.073 * 1 changes in 3600 seconds. Saving...
2024-01-25 00:24:10 1:M 24 Jan 2024 15:24:10.081 * Background saving started by pid 21
2024-01-25 00:24:10 21:C 24 Jan 2024 15:24:10.111 * DB saved on disk
2024-01-25 00:24:10 21:C 24 Jan 2024 15:24:10.111 * Fork CoW for RDB: current 0 MB, peak 0 MB, average 0 MB
2024-01-25 00:24:10 1:M 24 Jan 2024 15:24:10.182 * Background saving terminated with success
2024-01-25 01:24:11 1:M 24 Jan 2024 16:24:11.039 * 1 changes in 3600 seconds. Saving...
2024-01-25 01:24:11 1:M 24 Jan 2024 16:24:11.044 * Background saving started by pid 22
2024-01-25 01:24:11 22:C 24 Jan 2024 16:24:11.057 * DB saved on disk
2024-01-25 01:24:11 22:C 24 Jan 2024 16:24:11.058 * Fork CoW for RDB: current 0 MB, peak 0 MB, average 0 MB
2024-01-25 01:24:11 1:M 24 Jan 2024 16:24:11.145 * Background saving terminated with success
```

Step 1 - Backend Blueprint

Designing database structure
and writing API docs

Step 2 - Making API

Creating spring-based API on
API docs

Step 3 - Making Front-end

Creating actual screens based
on the design

Step 4 - Connection

Importing, deleting, or
modifying data to the screen



The screenshot shows a browser developer tools window with the following details:

- DOM Tree:** On the left, the DOM structure of a page is displayed. It includes sections like `#wrap`, `#tabbar`, `#main`, and various challenge boxes. A specific class, `slider-wrapper`, is highlighted.
- Elements Tab:** Below the DOM tree, the "Elements" tab is selected. It shows the CSS styles for the `slider-wrapper` class, which includes properties like `position: relative;`, `width: 100%;`, and `height: 100%;`.
- Preview:** On the right, a preview of a user interface component is shown. It features a title "Daily challenges" with a dropdown arrow. Below it is a list of three items, each labeled "Take a walk". Each item shows a progress bar indicating completion: "3470/10000" and "300exp".

Step 1 - Backend Blueprint

Designing database structure and writing API docs

Step 2 - Making API

Creating spring-based API on API docs

Step 3 - Making Front-end

Creating actual screens based on the design

Step 4 - Connection

Importing, deleting, or modifying data to the screen

04 Development Code development



The screenshot shows an IDE interface with the following details:

- Project Structure:** The left sidebar shows a project structure under the "java" package. It includes sub-packages like "com", "ost", "matie", and "controller". Under "controller", there are files for "ChallengeController", "cart", "challenge", "clear", "comment", "community", "email", "favorite_product", "image", "point", "product", "team", "user", "walk", "domain", "dto", "exception", "repository", and "service".
- Code Editor:** The main editor area displays the content of `ChallengeController.java`. The code uses Java 8 streams to handle challenges and challenge responses. It includes three `@GetMapping` annotations for different endpoints: `/challenge`, `/challenge/type/{type}`, and `/challenge/{id}`.
- Terminal:** A terminal window at the bottom shows the output of a `git push` command. It indicates that the local branch "main" was pushed to the remote branch "main" of the repository "https://github.com/MsEmily1020/Matie-Backend.git". The commit hash shown is `ff14a5c..d034e72`.

Step 1 - Backend Blueprint

Designing database structure and writing API docs

Step 2 - Making API

Creating spring-based API on API docs

Step 3 - Making Front-end

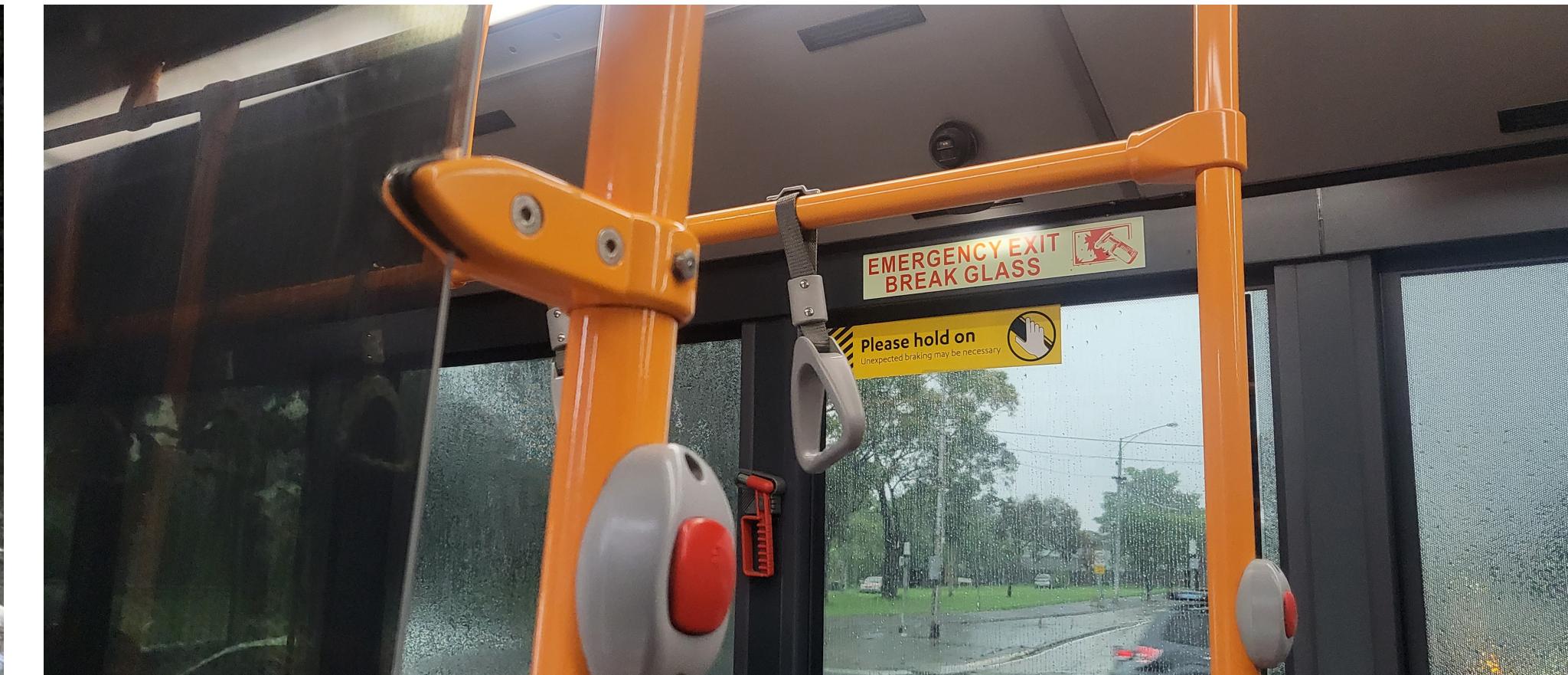
Creating actual screens based on the design

Step 4 - Connection

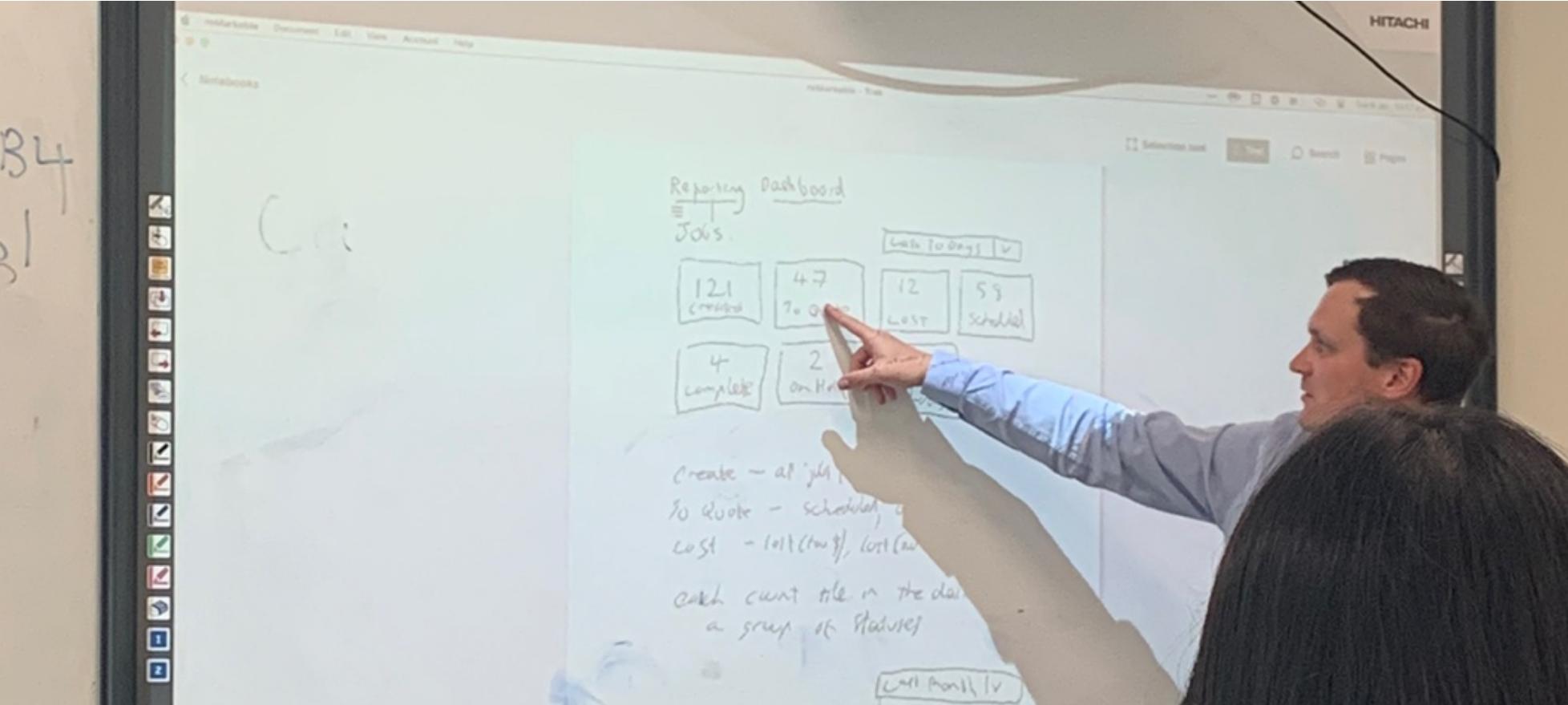
Importing, deleting, or modifying data to the screen

05 3 Weeks in Melbourne

Livings,
Transports,
and Dinner
Homestay



05 3 Weeks in Melbourne



Greetings,
Learning,
and Projects
School



05 3 Weeks in Melbourne



Exploring,
Watching new,
and Resources

Research &
Cultures

