

♥ MateÇa

# Digital Agency for the cheeky

**Lets meet?**

♥ MateÇa – agency for the non timid. We turn bold ideas into clean design.

We combine product approach, design thinking, and courage with a pinch of drive to find and implement **killer ideas**.

**21** 

Powerful enthusiasts with glowing eyes

**55+**

Satisfied customers: from tiny startups to bulky corporations

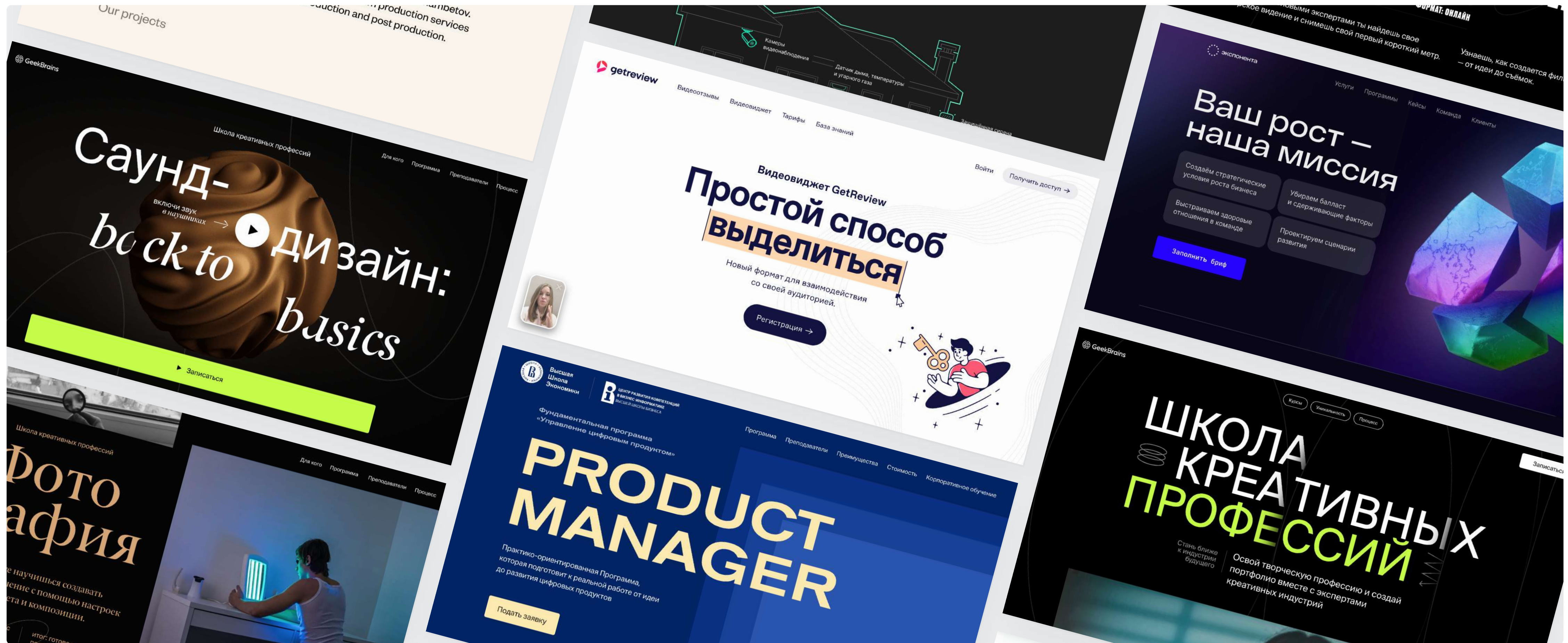
**200+**

Successfully launched projects of various complexity levels

**8 out of 10**

Of our cutomers just can't resist continuing working with us

# More than 200 projects



Go to our website →

Look at portfolio →

Tilda Experts →

Behance →

# Our principals

~~Medicare~~

Unique

Meaningful

Functional

Accountable

Trustworthy

This is us. Every day we make the lives of millions of people better, easier and more enjoyable.



# Steps we take



# Our approach in stages

## Briefing & Analytics

We collect all possible information from you, all of your hopes and desires from any available angles. We study the target audience, the sites of top competitors and the best worldwide practices (to understand what is cool, what is catchy and what works best). To put it short, we research, find interesting solutions and conduct benchmarking. For example, here is our research for the cleaning company Modern Cleaning Solution <https://clck.ru/VgLvS>

## Wireframes & Prototyping

It's not design yet, it's pure logic. We create and structure content. We work on semantic accents and take into account marketing approaches. The advantage of wireframes over design is that they are done quickly, and we can do a lot of iterations to find what we need (although we usually hit the mark on the first go). At the end of this stage, we get a finished UX and roughly understand what the next design will be like. For example, here are the prototypes for the Barrier mobile app: <https://clck.ru/VnVtV>

# Our approach in stages

## Design Concept

At first we design only the main blocks and pages. Then we present the results. If everything is ok, we continue to design further. If something is amiss, we redo it.

## Design & Prototyping

We continue to design further :) According to the previously developed prototypes. At this stage, we may come up with a new vision, a different one from the initial prototype. We discuss it with you and if everyone agrees that the new vision is better, we redesign it, because value is more important than initial technical specifications. We assemble the completed design into a clickable prototype in order to once again check the integrity of our decisions. For example, here is a prototype for the Center for Artistic Creativity: <https://clck.ru/VnXZJ>

## Preparing layouts for the coding part

We prepare the UI-kit and style-guide, describe layouts, show animations and their parameters, transfer layouts for development.

# Our approach in stages

## Coding on Tilda

We transfer the entire design to Tilda, write additional code if necessary, set up and prepare the entire project, set up all the animations on the site for a greater user experience and wow effect, we do almost everything in Zero blocks. After we code the desktop version, we do tablet and mobile. Examples of sites on Tilda can be found here: <https://clck.ru/amwph>

## Testing and launch

We crush bugs. We make any minor improvements that might come up at the very end. Let's release. We do the final check and yes, its perfect now

## 1 week sprints

We keep our finger on the pulse and every couple of days we sync. We warn you in advance about the risks. The process can change depending on the needs and tasks, we are flexible and adaptive.

# A bit more about our approach

We can work without a clear technical specification, independently research and find killer ideas. We believe that without deep immersion into the client's business, its goals and target market, it will not be possible to make a cool product. We trust your professional opinion and expect the same in return. This is how we work with Alfa Bank, GeekBrains, Setters, MMSO, etc.

We are Agile - and so are our sprints.

All development is flexible. The project budget is calculated according to Time & Material. This means that the payment is not fixed, but depends on the time spent on the project.

We fix the budget maximum that we will not go beyond and control the risks throughout the project.

# What is the budget/timeline

# Budgeting/Timeline

T&M (pay for hour)

50-100 € / hour

## 1 500 €

Budget forecast

The budget forecast is the amount of hours spent, it's a benchmark . This includes all stages of development + product design and project management amounting to 20% of the project volume.

## 1 750 €

Budget forecast maximum

We will not to go beyond this amount. The top bar includes 20% risks for long approvals, edits and searching for the best solutions. If there are no substantial changes to the initial plan we will be in the budget forecast.

## 15-20 days\*

Timeline

It takes about 3-4 sprints to launch a well thought out, unique, promotional landing page.

time spent by the client on approval processes is not accounted for

The figures above depend on the speed of decision-making, the number of edits and the quality of communication. For our part, we will make every effort to launch the project as efficiently and quickly as possible, but it is always worth keeping in mind the forecasted budget of  $\pm 20\%$ .

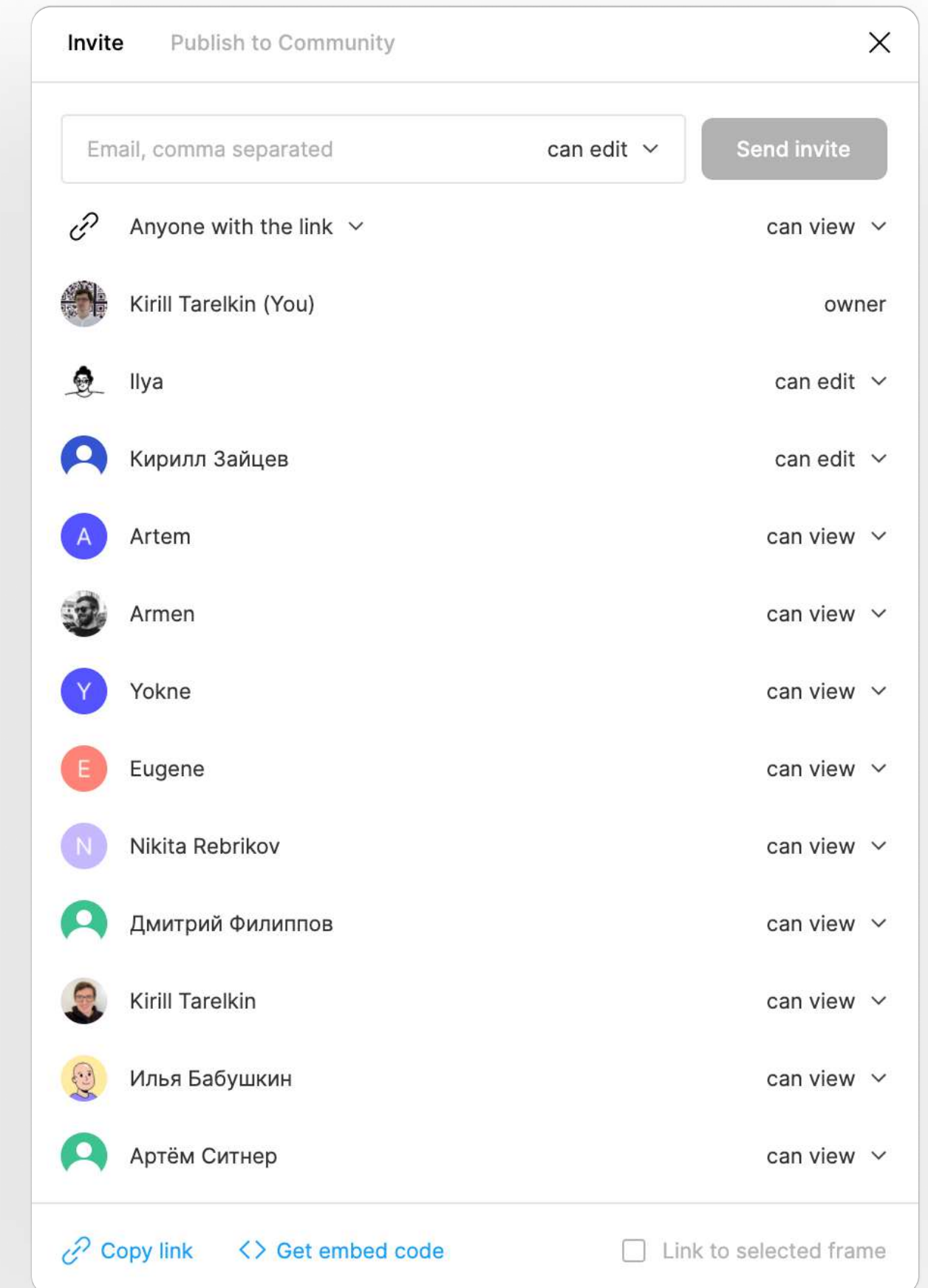
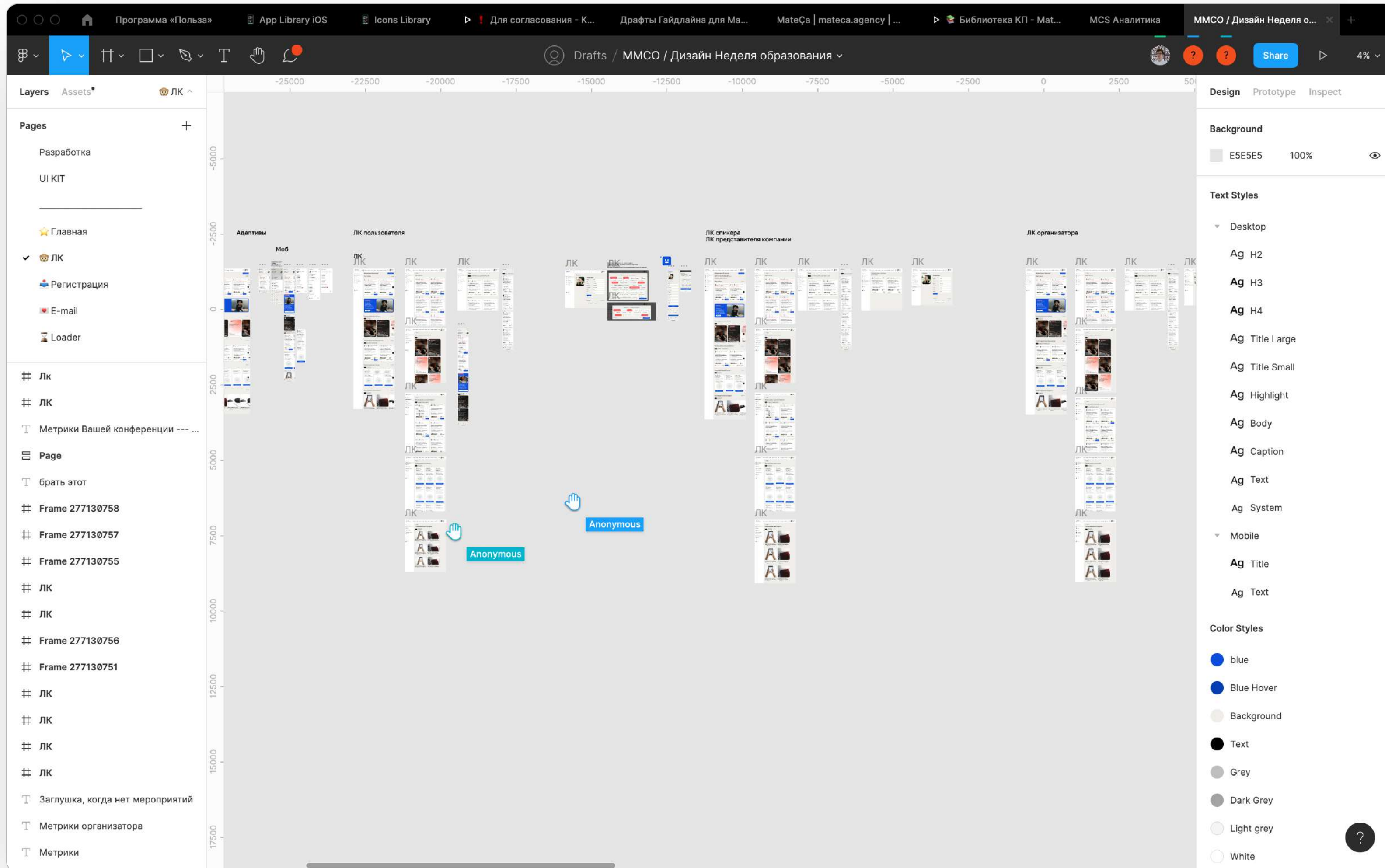


# Projects are carried out with constant reporting and syncs on progress made

The image displays a project management dashboard. On the left is a spreadsheet titled "Учёт работ Hodie + MateÇa" with columns for "Дата постановки", "Задача", and "Описание в Trello". The spreadsheet lists tasks across several sprints, including "Подготовка к проекту", "Спринт №1 (31 мая – 4 июня) Аналитика и проектирование", "Спринт №2 (7–11 июня) Проектирование и дизайн", "Спринт №3 (14–18 июня) Дизайн и разработка", and "Спринт №4 (21–25 июня) Разработка и тестирование".

On the right is a Trello board for "Hodie + MateÇa" showing a Kanban workflow. The board is divided into columns representing different sprints and tasks, such as "Подготовка к проекту", "Спринт №1 (31 мая – 4 июня) Аналитика и проектирование", "Спринт №2 (7–11 июня) Проектирование и дизайн", "Спринт №3 (14–18 июня) Дизайн и разработка", "Спринт №4 (21–25 июня) Разработка и тестирование", and "Запуск (28 июня – 1 июля)". Each card in the board includes a title, a date, and a progress indicator (e.g., "Сделано", "0/2", "2/2").

# You can also do some stoking :)



♥ MateÇa

Let's make it  
together



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Roman [in Telegram](#)

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