

Design Document: Site Structure

CRF Mobile App

John Hammond

1. Purpose

The Community Resource Finder (CRF) app is designed to help individuals easily locate essential community services such as food banks, shelters, healthcare facilities, and other support resources in their local areas. The app's structure prioritizes ease of navigation, clarity, and accessibility.

Mission and Motivation

Motivated by a deep commitment to serve others and guided by the Christian principle expressed in *Mark 10:45*, this project seeks to use modern technology to improve lives. The CRF app aims to serve as a bridge between individuals in need and the resources available to help them—making it easier for communities to connect, support, and thrive.

2. Target Users

- Individuals or families seeking public assistance resources (e.g., housing, food, medical aid).
- Community organizations wanting to list or share their resources.
- Volunteers and outreach workers supporting those in need.

3. App Objectives

- Provide a centralized, mobile-accessible platform for locating nearby community resources.
 - Ensure intuitive navigation and clear information presentation.
- Support scalability for multilingual functionality in future versions.
 - Gather feedback through usability testing and questionnaires to improve the prototype.

4. Site Structure / Information Architecture

4.1 App Hierarchy

Home

- Search Resources
 - Filter by Category
 - Food & Nutrition
 - Housing & Shelters
 - Healthcare & Clinics
 - Employment Services
 - Education & Training
 - View Results (List View)
 - View on Map
 - Location Pins
 - Directions to Resource
- Saved Resources
 - Favorite List
 - Remove Resource
 - Share Resource
- Profile
 - View / Edit Profile
 - Language Settings (English; future multilingual support)
 - Feedback / Support
 - Log Out
- About / Help
 - App Overview
 - Privacy Policy
 - Contact Information

5. Navigation Design

Primary Navigation (Bottom Menu)

- **Home:** Access main dashboard and quick search bar.
 - **Search:** Search by category or location.
 - **Saved:** Access saved/favorite resources.
- **Profile:** Manage user settings and preferences.

Secondary Navigation (In-Page)

- **Back to Results** button for seamless navigation.
- **Filters and Sorting** options to refine search results.
 - **Map View Toggle** for location-based browsing.

6. Wireframe & Layout Description

- **Home Screen:**
 - Prominent search bar and “Find Nearby Resources” button.
 - Quick links to common categories (Food, Housing, Health, Jobs).
- **Search Results Screen:**

- List of matching resources with name, distance, and rating.
- “View Details” button for more information.
 - **Resource Detail Page:**
 - Includes contact info, address, directions (via Google Maps), hours of operation, and a “Save Resource” button.
 - **Profile Screen:**
 - User details, saved resources, feedback form, and settings.

7. Design Standards

Element	Design Choices
Color Palette	Calming blues and greens to symbolize trust, community, and hope.
Typography	Clean, accessible sans-serif font for readability (e.g., Roboto, Open Sans).
Iconography	Simple, universally recognized icons for navigation (home, search, heart, user).
Accessibility	High color contrast, alt text for icons, readable font sizes, and intuitive touch areas.

8. Localization and Language Support

- **Current Version:** English only.

- **Future Expansion:** Include translation capability using multilingual APIs or built-in localization frameworks for major languages (e.g., Spanish, French, Mandarin).

9. Testing and Evaluation Plan

Testing Method:

User testing with a small group of participants who will explore the prototype and answer a post-test questionnaire.

Evaluation Criteria:

Category	Example Questions	Scale/Format
Usability	How easy was the app to navigate?	1–5 scale
Functionality	Did you encounter any bugs or errors?	Yes/No
Design Appeal	What did you think of the app’s visual design?	1–5 scale
Satisfaction	How satisfied are you with the app overall?	1–5 scale
Engagement	Would you recommend this app to others?	Yes/No
Suggestions	What would you change or improve?	Open-ended

10. Project Schedule Overview

Development Period: 12 Weeks

- **Weeks 1–8:** Prototype design and development (Figma/Adobe XD), begin usability testing on prototype.

- **Weeks 9–12:** Further usability testing, stakeholder outreach, and refinement.

11. Conclusion

The **Community Resource Finder (CRF)** app structure has been designed to ensure simplicity, accessibility, and service-centered functionality. The app will empower users to quickly locate essential services, building stronger and better-connected communities.

Through thoughtful design, stakeholder engagement, and a mission-driven approach, this project represents both a technical accomplishment and an act of service—using technology to make a meaningful difference in people’s lives.