```kotlin
import androidx.compose.foundation.Image
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.shape.CircleShape
import androidx.compose.material.Button
import androidx.compose.material.MaterialTheme
import androidx.compose.material.Text
import androidx.compose.material.TextField
import androidx.compose.material.icons.Icons
import androidx.compose.material.icons.filled.ArrowBack
import androidx.compose.material.icons.filled.Done
import androidx.compose.runtime.*
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.layout.ContentScale
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.input.KeyboardType
import androidx.compose.ui.unit.dp

@Composable
fun BloodDonationApp() {
    var name by remember { mutableStateOf("") }
    var bloodType by remember { mutableStateOf("") }

    Column(
        modifier = Modifier
            .fillMaxSize()
            .padding(16.dp)
    ) {
        Row(
            modifier = Modifier.fillMaxWidth(),
            verticalAlignment = Alignment.CenterVertically
        ) {
            Image(
                painter = painterResource(R.drawable.ic_back),
                contentDescription = "Back",
                modifier = Modifier
                    .size(24.dp)
                    .clickable { /* Handle back button click */ }
            )
            Text(
                text = "Blood Donation",
                style = MaterialTheme.typography.h6,
                modifier = Modifier.padding(start = 16.dp)
            )
        }
        Spacer(modifier = Modifier.height(16.dp))
        Text(
            text = "Donate Blood",
            style = MaterialTheme.typography.h5
        )
```

```kotlin
        Spacer(modifier = Modifier.height(32.dp))
        TextField(
            value = name,
            onValueChange = { name = it },
            label = { Text("Name") },
            modifier = Modifier.fillMaxWidth()
        )
        Spacer(modifier = Modifier.height(16.dp))
        TextField(
            value = bloodType,
            onValueChange = { bloodType = it },
            label = { Text("Blood Type") },
            modifier = Modifier.fillMaxWidth(),
            keyboardOptions = KeyboardOptions(keyboardType = KeyboardType.Text)
        )
        Spacer(modifier = Modifier.height(32.dp))
        Button(
            onClick = { /* Handle donate button click */ },
            modifier = Modifier.align(Alignment.CenterHorizontally)
        ) {
            Row(verticalAlignment = Alignment.CenterVertically) {
                Image(
                    painter = painterResource(R.drawable.ic_done),
                    contentDescription = "Done",
                    modifier = Modifier.size(18.dp),
                    contentScale = ContentScale.Fit
                )
                Spacer(modifier = Modifier.width(4.dp))
                Text(
                    text = "Donate",
                    style = MaterialTheme.typography.button
                )
            }
        }
    }
}

@Composable
fun MainApp() {
    MaterialTheme {
        BloodDonationApp()
    }
}
```