

# Project Proposal: Lost & Found Hub – Community-Based Item Recovery (Recoverly)

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## 1. Project Overview

**Project Name:** Recoverly – Lost & Found Hub

**Course:** CIS 260

**Project Coordinator:** Gardell-Norwood, Zitta

**Project Introduction:** I'm proposing a web development project for CIS 260 titled *Recoverly: Lost & Found Hub*. I began working on the early version during CIS 181, where I focused on layout, basic form handling, and static content. Though that version isn't fully complete, I'd like to use CIS 260 to develop it into a full-featured application that meets the course's technical standards.

Recoverly is a community-based platform that helps users report and recover lost items through a structured, searchable interface. The original concept was built with HTML, CSS, and JavaScript, but for CIS 260, I plan to expand it significantly. This includes adding backend functionality with `node.js` and MongoDB, implementing user authentication, and redesigning the interface with Tailwind CSS for responsiveness. I'll also build a search and filter system, integrate Google Maps for location tagging, and create an admin dashboard to manage reports and track recovery metrics.

These upgrades will shift the project from a static prototype to a dynamic, user-driven platform. I'll document each stage of development and reflect on the technical decisions to show how the project meets CIS 260's learning goals.

## 2. Project Background

Losing personal belongings such as keys, phones, wallets, ID cards, bank cards, jewelry, and even pets is a common issue, yet there is no centralized online platform dedicated to helping local communities recover lost items efficiently. Currently, people rely on social media groups, physical bulletin boards, or word-of-mouth, which are unorganized and ineffective. Posts on social media quickly get buried, making it difficult to track lost and found items over time.

The Recoverly Hub aims to solve this problem by providing a structured, searchable, and community-driven platform where people can report, search for, and recover lost items quickly. This website will offer a practical and simple solution to a real and widespread need.

### 3. Project Concept

Recoverly is a simple website that helps people report and find lost items in their local community. Unlike social media posts that get lost in feeds, this site will organize lost and found items into an easy-to-browse platform. Users can post lost items, describe where they were last seen, and connect with those who found them through a secure contact system.

### 4. Project Description

#### **Purpose of the Website:**

1. **Post Lost & Found Reports:** Users can submit descriptions of lost or found items, including where they were last seen.
2. **Search Lost & Found Listings:** A search function allows users to filter through existing reports based on item type or location.
3. **Secure Contact System:** Users can connect with the person who found or lost the item without exposing personal contact details.
4. **Share Success Stories:** Recovered item stories to boost community engagement.

### 5. Planned Website Structure (4 Pages)

#### 1. Home Page

##### **Purpose:** Introduction to the Lost & Found Hub **Features:**

- Brief overview of the website
- Navigation to report or search items
- Call-to-action buttons
- Short featured success story

#### 2. Report Lost/Found Item Page

##### **Purpose:** Allows users to report lost or found items **Features:**

- A form with fields for item name, description, date/time, and last known location

- Status selection (Lost/Found)
- Dropdown categories
- Optional photo upload (placeholder)

### 3. Search Items Page

**Purpose:** Enables users to find lost or found reports **Features:**

- Search bar with keyword/category filters
- Item listings displayed in a simple card layout

### 4. Contact & Success Stories Page

**Purpose:** User inquiries and community engagement **Features:**

- Contact form (Name, Email, Message)
- Showcase of 1–2 recovered item stories
- Optional testimonial submission

## 6. Content Sources

- **User-Submitted Reports:** Core content from form submissions
- **Stock Images & Icons:** For visual layout and categories
- **Basic Web Technologies:** HTML, CSS, JavaScript

## 7. Target Audience

- **Local Community Members:** Individuals who lose or find items in everyday locations
- **Students & Schools:** For lost school materials, ID cards, electronics
- **Event Attendees:** For misplaced items during public events
- **Pet Owners:** For community pet recovery support

## 8. Development Tools & Hosting

- **Code Editor:** Visual Studio Code
- **Version Control & Hosting:** GitHub + GitHub Pages
- **Technologies Used:**
  - HTML & CSS for layout and styling
  - JavaScript for form functionality and basic interactivity
  - Node.js & MongoDB for backend development
  - Tailwind CSS for responsive design
  - Google Maps API for location tagging
  - Admin dashboard for report management

## 9. Why This Project?

- **Fills a Gap:** Offers a focused, dedicated alternative to cluttered social media posts
- **Simple & Effective:** Lightweight solution with essential features
- **Scalable:** Structured to allow future upgrades like user accounts, media upload, or maps
- **Educational Value:** Demonstrates full-stack development and meets CIS 260 learning goals

## 10. Submission Details

- **File Name:** ProjectProposal cis 260.pdf
- **Coordinator:** Zitta Gardell-Norwood
- **Due Date:** (Submission Date)

### Live on GitHub Pages:

- **Repository:** e.g., recoverly-hub
- **Upload Files:** index.html, style.css, script.js
- **Enable GitHub Pages from repo settings**
- **Website URL:** <https://Akuagwu2024.github.io/recoverly-cis260>