The goal of this project is to identify a need in our community, and develop a product or process that addresses the identified issue. The first step of this process is to brainstorm problems we see and experience in our community; Our group identified the homeless population as our target user and aimed to create a product that would solve a problem(s) they face. We created a user experience chart to evaluate different aspects of homeless life and decided to focus on the issues of protection from weather and sickness, sense of privacy, and ease of transportation. After brainstorming possible solutions to these negative user experiences, we decided to design a portable shelter that doubles as a backpack. We also developed user needs that reflect the most critical aspect of our design. Our team concluded that the most important features to include were long-term reusability, portability and convenience because our intended users will be using our product night after night, and have to carry it around during the day. After developing our product, the next step was to decide how to model our business. We conducted research on our user base, market size and current alternatives, and using that research, created a value proposition for our product. To be able to support the homeless community free of cost on their end, we decided to market our product to the camping community and operate under a 1 for 1 business model in which we donate one product of the homeless for each sold. After establishing our business plan, the next step is working through the specifics of our product design. After further discussion and research, we honed our product design into a backpack that automatically expands into a rectangular tent by way of a square spring. There are built-in windows for visibility and bedding pads that can fold out along the floor of the tent. To test if our product is effective at solving problems faced by the homeless and camping community, we created quantitative design requirements.. We modeled our product assembly in SolidWorks focused on 6 main design requirements: weight, volume, force needed to compress, wear resistance, coast, and stability against wind. Falling within our predetermined ideal range for each requirement allows our product to be the most durable and portable design possible. We were able to perform tests on our product using SolidWorks and applying outside research to our product and comparing. We modified our design as needed to make sure it was the most effective as possible, and thus created poritifze.