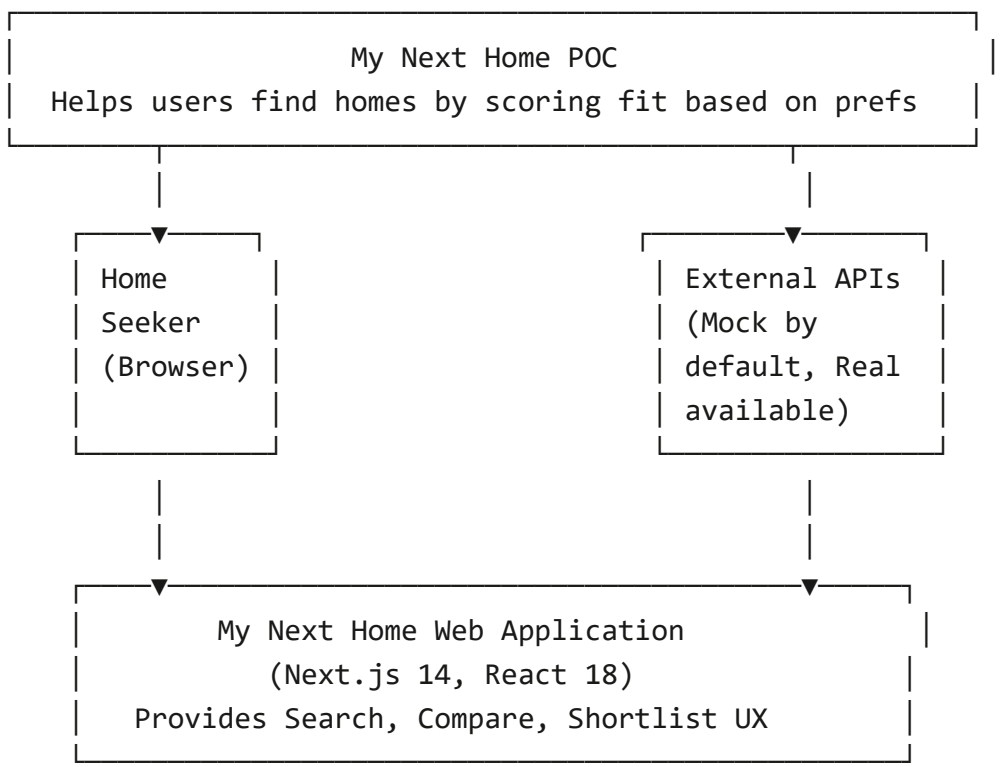
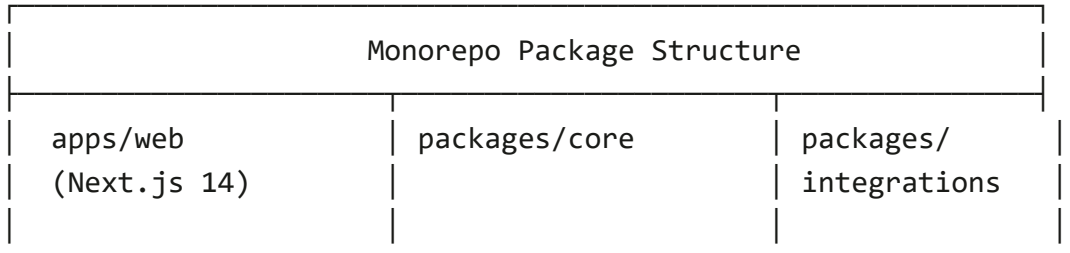
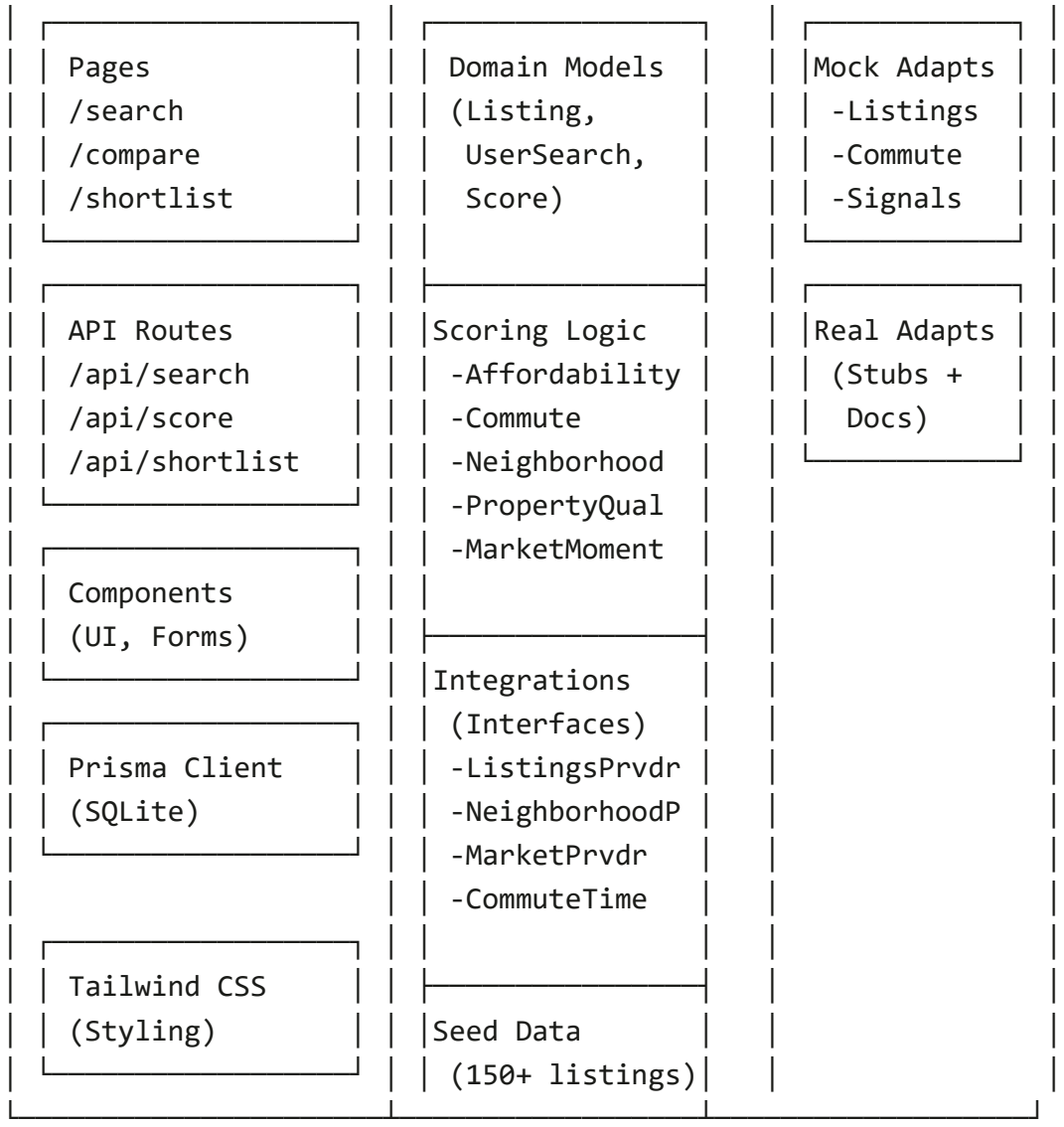
Architecture - My Next Home POC

C4 Context Diagram



C4 Container Diagram





Data Flow: Search

```
User fills search form
         │
         ▼
POST /api/search { location, budget, beds, baths, mustHaves }
         │
         ├─→ Zod validation
         │
         ├─→ getListingsProvider() [Mock by default]
         │
         ├─→ Filter ALL_LISTINGS in memory:
         │    - Price range
```

```
          │    - Beds/baths
          │    - Location (zip/city match)
          │    - Must-haves (feature match)
          │
          ├──→ Sort by price ascending
          │
          ├──→ Limit to 20 results
          │
          ▼
Return { listings: Listing[] }
          │
          ▼
Browser renders listing cards with checkboxes
```

Data Flow: Scoring (Compare)

```
User selects 2-4 homes and clicks "Compare"
          │
          ▼
POST /api/score { listingIds[], search }
          │
          ├──→ Zod validation
          │
          ├──→ For each listing:
          │    │
          │    ├──→ Fetch from Listings Provider
          │    │
          │    ├──→ getNeighborhoodSignalsProvider()
          │    │    Returns: { schoolRating, safetyIndex, walkability }
          │    │
          │    ├──→ getMarketSignalsProvider()
          │    │    Returns: { daysOnMarket, yoyPriceChange%, inventoryLevel }
          │    │
          │    ├──→ getCommuteTimeProvider()
          │    │    Returns: estimated minutes
          │    │
          │    ├──→ scoreListings(listing, search, signals, market, commute)
          │    │    Computes: 5 subscores + overall + 3 reasons
          │    │
          │    └──→ Store score breakdown
```

```
         │
         ▼
Return { listings: Listing[], scores: ScoreBreakdown[] }
         │
         ▼
Browser renders comparison table + detailed score cards
```

Data Flow: Shortlist

```
User clicks "Shortlist" on a home
         │
         ▼
POST /api/shortlist { listingId, search }
         │
         ├─→ Compute score (same as above)
         │
         ├─→ Save to Prisma:
         │    ShortlistedHome {
         │      id: string
         │      listingId: string
         │      listingJson: Listing
         │      scoreJson: ScoreBreakdown
         │      createdAt: Date
         │    }
         │
         ▼
GET /api/shortlist → Returns all saved items
         │
         ▼
Browser renders shortlist cards with delete button
         │
         ▼
DELETE /api/shortlist/:id → Delete item from DB
```

Scoring Rules in Detail

Affordability Score (0-100)

```
Monthly Payment Estimate:
  Principal = price * (1 - down%)  [default 20%]
  Monthly = Principal * [r(1+r)^n] / [(1+r)^n - 1]
  where r = annual_rate/12, n = years*12

  + Property taxes (estimated or provided)
  + Insurance (estimated or provided)
  + HOA monthly fee
  = Total Monthly Payment

Score Calculation:
  DTI_safe = (budgetMin + budgetMax)/2 / 360 * 0.25  [25% of monthly)
  DTI_max = (budgetMin + budgetMax)/2 / 360 * 0.33   [33% DTI threshold]

  if monthly > DTI_max:
    score = 0
  else if monthly <= DTI_safe:
    score = 100
  else:
    score = ((DTI_max - monthly) / (DTI_max - DTI_safe)) * 100

Reasons:
  - If >= 75: "Monthly payment fits comfortably in budget"
  - If >= 50: "Monthly payment within acceptable range"
  - Else: "Monthly payment may stretch budget"
```

Commute Score (0-100)

```
If commuteMaxMinutes is null:
  score = 75  [neutral]

else:
  buffer = commuteMaxMinutes * 0.2  [20% is ideal]

  if actualMinutes <= commuteMaxMinutes - buffer:
    score = 100
  else if actualMinutes <= commuteMaxMinutes:
    score = 100 - ((actualMinutes - (max - buffer)) / buffer) * 25
  else:
    score = max(0, 75 - (actualMinutes - max) * 5)
```

```
Reasons:
  - Well under target: "Commute is well under X minute target"
  - Near target: "Commute near target of X minutes"
  - Over target: "Commute exceeds X minute target by Y min"
```

Neighborhood Score (0-100)

```
Weight by risk tolerance:
  LOW:    schools 40%, safety 40%, walkability 20%
  MEDIUM: schools 40%, safety 30%, walkability 30%
  HIGH:   schools 40%, safety 20%, walkability 40%

Score = schoolRating/10*100 * schoolWeight
        + safetyIndex * safetyWeight
        + walkability * walkabilityWeight

Reasons:
  - Strong: "Strong schools, safety, and walkability"
  - Good: "Good neighborhood profile"
  - Mixed: "Neighborhood signals are mixed"
```

Property Quality Score (0-100)

```
baseline = 50

if yearBuilt is recent (&lt; 5 years):  +20
if yearBuilt is newer (5-20 years):   +10
if yearBuilt is old (> 50 years):    -15

if sqft > 2500:  +10
if sqft &lt; 1200:  -5

features_bonus = min(feature_count * 5, 15)

if propertyType == SINGLE_FAMILY: +5

score = min(100, max(0, baseline + adjustments))
```

```
Reasons:
  - Recent, large, features: "3bd/2ba, 2000sqft with good features"
  - Average: "3bd/2ba with adequate size and features"
  - Limited: "Property is functional but may have limited appeal"
```

Market Momentum Score (0-100)

```
baseline = 50

Days on Market:
  if <= 14 days:   +10  [hot market]
  if > 60 days:    +15  [buyer friendly]
  if > 30 days:    +5

Inventory:
  if HIGH:   +15
  if LOW:   -15

Price Change YoY:
  if &lt; -2%:  +15  [buyer market]
  if &lt; 2%:   +5   [stable]
  if > 5%:   -10  [seller market]

score = min(100, max(0, baseline + adjustments))

Reasons:
  - High: "Buyer-friendly market conditions"
  - Neutral: "Market conditions are neutral"
  - Low: "Competitive seller market"
```

Overall Score

```
overall = affordability * 0.25
        + commute * 0.20
        + neighborhood * 0.25
        + propertyQuality * 0.20
        + marketMomentum * 0.10

[Default weights sum to 1; can be overridden and re-normalized]
```

```
Top 3 Reasons: Select by highest subscores and include each score's reason
```

Integration Architecture

Interfaces (packages/core)

```
interface ListingsProvider {
  search(query: UserSearch): Promise<Listing[]>
  getById(id: string): Promise<Listing | null>
}

interface NeighborhoodSignalsProvider {
  getSignals(zip, city, state): Promise<NeighborhoodSignals>
  // { schoolRating: 1-10, safetyIndex: 1-100, walkability: 1-100 }
}

interface MarketSignalsProvider {
  getSignals(zip, city, state): Promise<MarketSignals>
  // { medianDaysOnMarket, yoyPriceChangePct, inventoryLevel }
}

interface CommuteTimeProvider {
  getEstimatedMinutes(fromLat, fromLng, toAddress): Promise<number>
}
```

Mock Adapters (packages/integrations/mock)

- **MockListingsProvider**: Filters ALL_LISTINGS in-memory by criteria
- **MockNeighborhoodSignalsProvider**: Deterministic generation from zip hash + city rules
- **MockMarketSignalsProvider**: Deterministic generation from zip hash
- **MockCommuteTimeProvider**: Simple distance-based estimate

All deterministic → reproducible test results.

Real Adapters (packages/integrations/real)

Skeleton implementations with TODO comments:

- **RealListingsProvider**: RESO Web API / MLS partnership
- **RealNeighborhoodSignalsProvider**: GreatSchools, crime data APIs
- **RealMarketSignalsProvider**: Redfin, FHFA, local MLS stats
- **RealCommuteTimeProvider**: Google Maps / Mapbox

See docs/05-deployment.md for full integration guides.

Database Schema

ShortlistedHome (Prisma)

```
model ShortlistedHome {
  id           String   @id @default(cuid())
  listingId    String
  listingJson  Json     // Full Listing object (denormalized)
  scoreJson    Json     // Full ScoreBreakdown (denormalized)
  createdAt    DateTime @default(now())
  updatedAt    DateTime @updatedAt

  @@index([listingId])
}
```

Production Normalized Schema (Reference)

```
Listing
  id: UUID
  addressMasked: string
  price: decimal
  beds: int
  baths: decimal
  sqft: int
  [... other fields]

NeighborhoodSignal
```

```
  zip: string
  city: string
  state: string
  schoolRating: float
  safetyIndex: float
  walkability: float
  lastUpdated: timestamp
  TTL: 5 days (cron refresh)

MarketSignal
  zip: string
  city: string
  state: string
  daysOnMarket: int
  yoyPriceChange: float
  inventoryLevel: enum
  lastUpdated: timestamp
  TTL: 7 days

ShortlistedHome (normalized)
  id: UUID
  userId: UUID  (if adding auth)
  listingId: UUID (FK)
  createdAt: timestamp

Score
  id: UUID
  listingId: UUID
  userId: UUID
  searchContext: JSON (what params generated this score)
  affordabilityScore: int
  commuteScore: int
  [... other scores]
  overallScore: int
  reasons: text[]
  createdAt: timestamp
```

Deployment Strategy

POC (Vercel + SQLite)

```
Browser → Vercel Edge Functions → Next.js API Routes → Prisma → SQLite
```

Works for < 1000 users, single region.

Production (Vercel + PostgreSQL + Caching)

```
Browser → Vercel Edge
            ↓
          Next.js API
            ↓
       Redis Cache (1hr TTL on search results, 5day on signals)
            ↓
       PostgreSQL (Supabase/Neon) + Read Replica
            ↓
       Cron Job: Refresh neighborhood/market signals nightly
       Cron Job: Refresh popular search results cache
```

Error Handling

All API responses follow consistent schema:

Success (200)

```
{ "data": { ... } }
```

Error (400/404/500)

```
{
  "error": {
    "code": "VALIDATION_ERROR|NOT_FOUND|INTERNAL_ERROR",
    "message": "Human-readable error message",
    "details": [ ... ]  // Optional, for validation errors
  }
}
```

Security Considerations

- ✅ Zod validation on all POST bodies
- ✅ Address masking (privacy by default)
- ✅ No authentication (POC; can add OAuth)
- ✅ No secrets in code (use .env)
- ✅ CORS headers (if API exposed publicly later)
- ✅ Rate limiting (TODO for production)
- ✅ SQL injection protection (Prisma uses prepared statements)

Performance Targets

Operation	Target	Notes
Search (20 results)	< 500ms	In-memory filtering
Score 4 homes	< 1s	Parallel signal fetches
Page load (3G)	< 2s	Includes Tailwind CSS, React hydration
List shortlist	< 100ms	Direct DB query
Add to shortlist	< 2s	Includes scoring

Testing Strategy

See docs/04-testing.md for detailed test plan, but briefly:

- **Unit**: Vitest, 70%+ coverage
  - Mortgage math
  - Scoring rules

    - Weight normalization
    - Reason generation

- **Integration**: API route tests
    - /api/search returns filtered results
    - /api/score returns deterministic scores
- **E2E**: Playwright
    - Search → compare → shortlist
    - Delete from shortlist
    - Page navigation
- **Manual**: Visual inspection
    - UI responsiveness (mobile/desktop)
    - Error messages
    - Data accuracy