

WorldByMe: A Role-Based Access System for Non-Profit Service Providers

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Motivation

In recent years, especially considering the COVID-19 pandemic, **chronic homelessness** has become a significant issue in local Arizonan communities. Despite local non-profits providing services that focus on helping those who are facing homelessness, **privatized communication silos** within nonprofits and the local governments **reduce the overall impact of aid**. Therefore, we can identify the following issues:

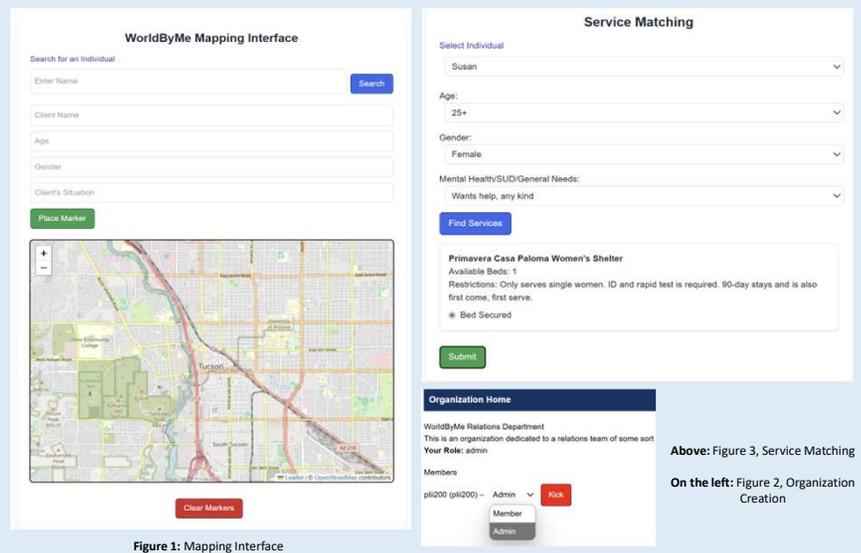
- Navigators connect individuals to resources, but **outdated/fragmented data** complicates the process.
- A **secure, centralized system** is needed to improve **collaboration** and positively impact people's lives.

Solution Overview

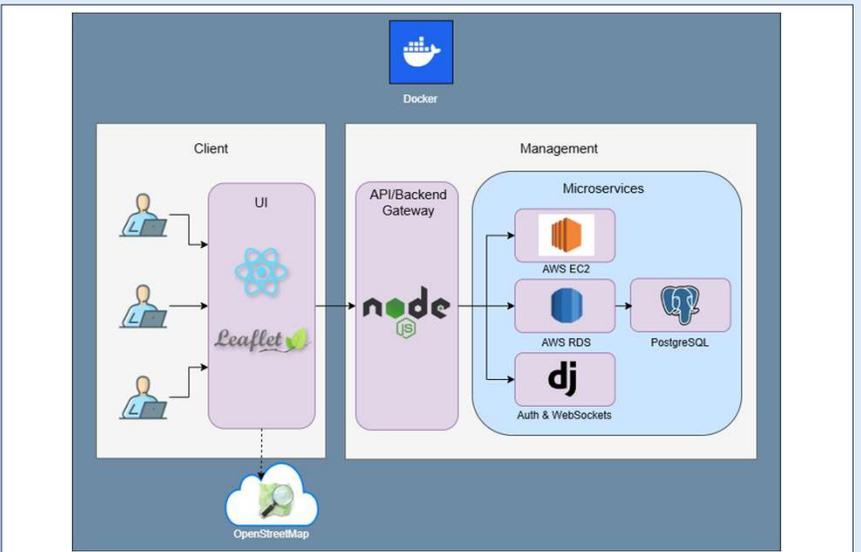
Our project aims to resolve the cascading effects of siloed communication between the local governments and non-profit organizations through a **centralized role-based access database system** for Navigators. Our shared database access approach will allow:

- Navigators **to receive real-time information** on available services
- Non-profit organizations to **advertise their services** for each Navigator to see

Current UI



Architecture



Challenges/Outcomes

While developing our **role-based access system**, we faced **numerous challenges**:

- Django Migrations
- Reaching Our Database
- Huge Learning Curve

Despite these challenges we were able to create a **role-based access system** that consists of:

- Login/logout **auditing** System
- **Cross-platform** user interface
- Secure, **distributed database**
- **Inter-organizational** messaging system
- Mapping interface for **client contact**
- **Service matching** page

Technologies

