

SITE STRUCTURE · 2026



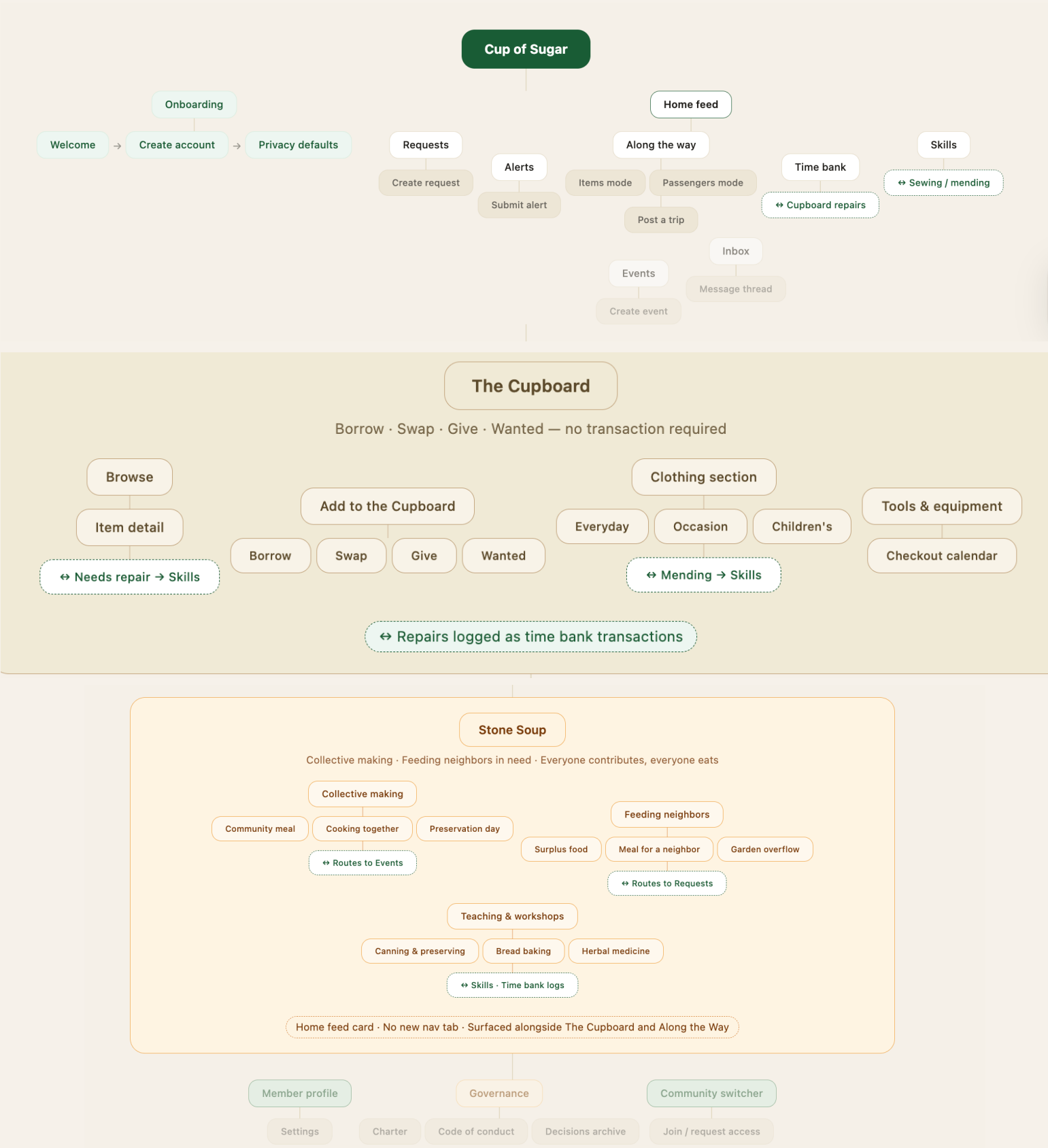
cup^{of} sugar

INFORMATION ARCHITECTURE · DESIGN DOCUMENTATION

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Site map

The complete information architecture of Cup of Sugar — every screen, feature, and cross-feature connection mapped from onboarding through governance. Organized to show how the platform’s modules relate to one another, and how The Cupboard connects to the broader system.



User flow

Seven key flows tracing how members move through the platform — from first-time onboarding to posting a mutual aid request, reporting a community alert, coordinating a trip, and exchanging skills through the time bank. Each flow includes the design logic that shaped it.

New user onboarding

Welcome → Create account → Privacy defaults → Home

In-person approval by an existing member required before account creation is permitted

Post a mutual aid request

Requests → Create request form → Post → Requests (updated)

Category, urgency, zone, and privacy level all required before posting

Report a community alert

Alerts → Submit alert form → Auto: Reported → Moderator review → Verified or removed

All new alerts default to Reported — never auto-verified

The Cupboard — add an item

The Cupboard → + Add item → Select mode → Photo + description → Posted

Modes: borrow (return expected), swap (exchange), give (no return — the cup of sugar model), wanted

The Cupboard — clothing repair connection

Item detail → Flag: needs repair → Skills (filtered: sewing) → Request skill →

Repair completed → Both confirm → Time bank logs

The complete care loop: goods circulate-> skills enable repair-> time bank tracks reciprocity

Time bank transaction via skill exchange

Time Bank → Offer my time → Offer a skill form → Service completed →

Both parties confirm → Hours transfer

Both parties must confirm before balance updates

User flow continued

Along the Way — ride share (passengers mode)

Along the Way → Post a trip (Passengers mode) → Neighbors request a seat → Driver confirms →
Trip completed → Both confirm → Time bank logs

Ride share is trust-verified community only. Pickup zone approximate until both parties confirm. Medical appointments, court hearings, grocery runs for those without a car.

Stone Soup — post a community meal

Stone Soup (home card) → Post to Stone Soup → Mode: collective making → Events (posted) →
Neighbors RSVP / → Meal happens

Everyone contributes what they have — ingredients, time, space. Everyone eats. No giver/receiver distinction.

Stone Soup — surplus food to a neighbor in need

Stone Soup (home card) → Post to Stone Soup → Mode: feeding neighbors → Requests (posted) →
Neighbors respond / contribute → Handoff confirmed

No announcement of need required. Food appears; neighbors take what they need. The expectation lives in the relationship.

Stone Soup — food knowledge workshop

Stone Soup (home card) → Post to Stone Soup → Mode: teaching → Events (posted) →
Skills (teaching record) → Both confirm → Time bank logs

Canning, preserving, bread baking, herbal medicine — knowledge propagates through the community. Grounded in Pollock's own practice.

Switch between communities

Any screen (header) → Community switcher → Select community → Home (new context)

Data is siloed per community — no cross-community leakage

Featured connections

Three relationships that define how Cup of Sugar works as a system rather than a collection of features: Along the Way's two-mode interaction model, the Cupboard–Skills–Time Bank care loop, and the naming rationale behind The Cupboard itself.

Along the Way — two modes, one interaction model

The trip-posting system supports two main forms of community care. In Items mode, individuals with groceries help neighbors who can't make the trip. In Passengers mode, car owners give rides to neighbors in need. Both modes follow a similar process: posting a trip, neighbors joining, the driver confirming capacity, both confirming completion, and recording the transaction in the time bank. The cargo—whether goods or people—differs, but the core care logic stays the same.

Ride sharing within a trust-verified community is significantly different from commercial services. The driver is a trusted neighbor approved by familiar people, avoiding anonymous matching. The platform displays approximate pickup zones instead of exact addresses until both rider and driver confirm, which is especially important for neighbors attending medical appointments, court hearings, or immigration-related trips.

Items mode + Passengers mode = Along the Way

The connected loop — The Cupboard • Skills • Time Bank

Three features create a self-sustaining care system. A clothing item is brought into The Cupboard, and when the recipient sees it needs fixing—like a hem, a button, or a darned hole—they select it. The repair request links directly to the Skills directory, filtered for sewing, mending, darning, and alterations tags. A community member skilled in sewing responds to the request. The repair process follows the skill request flow, and once completed, both parties confirm, with the transaction recorded in the time bank. The fixed garment is then returned for circulation, improved from its initial state.

No money exchanges hands, and no external service is necessary. Over time, this builds the community's capacity.

This process is rooted in the founder's own practical knowledge—Pollock sews, darns, and repairs—making her expertise the most distinctive feature of the platform's interconnected system.

The Cupboard ↔ Skills directory ↔ Time bank

Featured connections continued

The Cupboard — four interaction modes

The mode is declared by the person listing the item. The platform does not decide — the community member does.

Borrow

Return expected. Checkout calendar tracks due dates. Tools, equipment, occasion clothing, baby gear.

Swap

Exchange for something of similar value. Clothing, books, plants, seeds, preserves from the garden.

Give

No return is required. The 'cup of sugar' model — just take what you need. The expectation exists within the relationship.

Wanted

Someone is looking for something specific. Community members respond if they have it.

Why The Cupboard — naming rationale

Considered and rejected: Neighbors' Market (implies commerce), The Pantry (implies food only), The Shelf (implies public browsing), Lending Library (implies formal return).

The Cupboard was selected because it feels personal — you only access a neighbor's cupboard if you know them. It suggests something given with care, not meant for public display. It perfectly aligns with the platform's small, trust-verified community approach. It also links to the platform name. You borrow a cup of sugar from the cupboard. The app is called Cup of Sugar, and the feature is called The Cupboard. This creates a cohesive family of metaphors without being overly explicit.

A cup of sugar is borrowed without a formal return, relying on the relationship rather than the platform. This captures The Cupboard's Give mode precisely.

Stone Soup — the folktale as design brief

In the folktale, a stranger arrives in a village with nothing but a pot and a stone. They begin making soup. Curious neighbors each contribute a little — a carrot, an onion, a handful of barley — and a nourishing meal emerges for everyone. Nobody is labeled the generous one or the needy one. The act of collective making dissolves that distinction. This is the design brief for the feature. Stone Soup isn't a food pantry, meal delivery, or charity. Instead, it's a space where creating and sharing food becomes a community activity — non-directional, non-transactional, rooted in the relational values that underpin all of Cup of Sugar.

The feature embodies two simultaneous truths: it provides for those in need and unites people through shared meals. Both can be true of the same pot of soup. The individual who donated a jar of preserved tomatoes might also be the one most in need of a hot meal that week.

This feature is based on the designer's experience — Pollock owned a farm, grew and preserved almost all her food for years, studied herbal medicine, and operates a microbakery. The educational aspects of Stone Soup (canning, preserving, bread baking, fermentation) directly draw from that background.

Stone Soup



Events



Requests



Skills



Time bank

Cup of Sugar · Site structure