**Project Report Architecture Summary**

The application follows a straightforward Activity-based Android architecture. MainActivity loads a static menu list and displays it through RecyclerView using ViewBinding. MenuAdapter manages binding for each row and starts the detail screen using Intents. Currently, the app does not use MVVM, repositories, or databases. **Tools & Technologies**

- Kotlin
- Android XML Layouts
- RecyclerView + ViewBinding
- Intent-based navigation
- Android Studio (Koala+)
- Static drawable and SVG resources
- No Compose, No Room, No backend

**Key Challenges**

- Ensuring correct ViewBinding and adapter structure
- Managing drawable resources and preventing crashes
- Passing data safely between activities
- Handling different emulator/device configurations

**Additional Challenges We Faced**

- The Pixel 8 device preview constantly triggered an “App is not responding” error, making the app impossible to run. After switching the emulator to Pixel 4 with Android 21, the app ran successfully.
- Importing real images (pizza, hamburgers, etc.) caused quality and scaling issues. We eventually used SVG images inside the Kotlin-based menu list, which provided better consistency and performance.

**Lessons Learned**

- Emulator/device choice can significantly impact testing results.
- SVG resources scale better and avoid layout distortion.
- RecyclerView requires clean, stable ViewHolder patterns.
- Keeping the project simple early on helps validate UI quickly.
- Planning ahead is essential before adding MVVM, Room, or Compose in future versions.