Project Log – 2025-07-22

Summary:

Significant frontend and backend updates were made to the `explore.html` map interface of the Trek4Free project. The visual UI now matches the brown-themed branding of the main `index.html` page. The `legend`, logo, and map elements have been cleaned up. A full progress snapshot has been saved and the HTML code is stable for continued data integration and refinement.

✅Completed:

🔢Map UI

- Converted top header color to match the `index.html` brown (#4b3a2f)
- Updated header layout to include new logo (`images/logo.png`)
- Moved and restyled `legend` to top-right overlay on the map (on-map as requested)
- Matched circle marker colors to legend (green = Hiking, blue = Free Camping, deepskyblue = Swimming Hole, gray = Other)
- Fixed missing shape/icon mismatch for Swimming Holes (now consistently shown as circle)

サFilter Logic

- Verified filter checkboxes populate based on valid `categoryMap`
- Confirmed that 'More Categories' filters (e.g., Hiking - Easy/Moderate/Hard) are currently *not functional* – likely because no existing data in `locations.json` includes those tags yet

🔄Data Integration

- `fetchData()` updated to cleanly pull from `locations.json`
- Firebase script included but not actively used (RIDB integration pending verification)
- `unwantedCategories` filtered out from display (Fire Tower, Cultural Site, etc.)

🧳In Progress:

- 🔄**RIDB Data:** Must verify RIDB API results are integrated with map display. Currently only `locations.json` appears to load (no RIDB markers visible)
- 🈚**Image Integration:** Planning to display images per location in future popups or side panel display (placeholder for now)
- ⬛**User Ratings & Comments:** Future implementation planned for a review section per location

---

✡️Next Steps (Recommended):

1. **RIDB Final Validation:** Ensure new recreation data from RIDB is loaded into Firebase and shown as markers (add a visible data test point if needed)
2. **Test More Category Filters:** Add 2–3 test locations to `locations.json` tagged with `Dog Friendly`, `Mountain Biking`, etc., to validate those filters
3. **Save Template Snapshot:** Backup this working version of `explore.html` in GitHub as `explore-v1.0.html` for restoration if needed
4. **Begin Enhanced Popup Logic:** Start creating a modular display template (image, reviews, links, difficulty, etc.) for richer location cards
5. **Search Improvement:** Enhance search logic to support partial matches or tags

---

☢️Files Updated:

- `/explore.html` — full UI and data logic overhaul
- `/images/logo.png` — added

⛔Version: `explore-v1.0.html`

This is considered a milestone build – all future changes should branch from or be compared to this baseline version.

Notes:

This update pushes Trek4Free into a fully functional MVP (Minimum Viable Product) stage. Strong foundation now laid for agent-based enrichment, review integration, and richer map interactions. Great progress!