**Work Log for Progress Report 3**

**Project: Fooditude - Community Food Sharing Platform**

| Date | Number of Hours | Description of work done |
| --- | --- | --- |
| **October 13, 2025** | 1.5 | **Defined Core TypeScript Interfaces.** Created the main FoodItem and User interfaces in ItemCard.tsx and LoginPage.tsx to establish a strong type foundation for the project and ensure data consistency. |
| **October 14, 2025** | 2 | **Implemented Design System (**theme.ts**).** Built a centralized theme file exporting colors, spacing, fontSize, and other constants to ensure visual consistency across all components, matching the web app's design. |
| **October 15, 2025** | 1.5 | **Developed Base ItemCard Component.** Created the initial structure and styling for the ItemCard component, including the image container, title, and description layout. |
| **October 16, 2025** | 1.5 | **Enhanced ItemCard with Tags and Details.** Added the dietary tags container and the details row (location, quantity, expiry) to the ItemCard component. **Repo Check-in:** feat: add tags and details to FoodCard. |
| **October 17, 2025** | 2 | **Built ItemCard Badge Logic.** Implemented the formatExpiryDate function and logic for displaying "Urgent" and "Reserved" badges on the card based on item status and expiry date. |
| **October 18, 2025** | 1.5 | **Created Application Header.** Built the Header.tsx component with the logo, "Share Food" button, and a placeholder for the user avatar. |
| **October 19, 2025** | 1.5 | **Implemented User Menu in Header.** Added the user avatar pressable and the dropdown menu logic for "View Profile" and "Logout" in the Header component. **Repo Check-in:** feat: add user dropdown menu to header. |
| **October 20, 2025** | 2 | **Developed Search and Filter Bar (**ItemFilters**).** Built the ItemFilters.tsx component with the search input bar and the shell for the category/dietary filter buttons. |
| **October 21, 2025** | 1.5 | **Implemented Filter Dropdown Logic.** Added the state and pressable handlers to show/hide the category and dietary filter dropdown menus in ItemFilters. |
| **October 22, 2025** | 2 | **Populated Filter Dropdowns.** Finished the ItemFilters component by mapping over the CATEGORIES and DIETARY\_OPTIONS arrays to render the dropdown options. **Repo Check-in:** feat: complete search and filter UI with dropdowns. |
| **October 23, 2025** | 1.5 | **Built AddItemModal Form Structure.** Created the initial modal structure, header, and the first few form fields (Title, Description) for the AddItemModal. |
| **October 24, 2025** | 2 | **Added Form Fields and Category Picker.** Implemented the category picker dropdown and the quantity/expiry date fields in the AddItemModal. Also added the dietary tags selection logic. |
| **October 25, 2025** | 2 | **Integrated Image Picker and Camera.** Added the pickImage and takePhoto functions using Expo's ImagePicker API, including permission handling within the AddItemModal. **Repo Check-in:** feat: add image picker and camera integration to AddItemModal. |

**Key outcomes include:**

* **A Robust Component Library:** Built all major UI components, including the ItemCard, Header, ItemFilters, and the foundational AddItemModal.
* **Professional Foundation:** Established a strong codebase with TypeScript interfaces and a centralized design system for consistency and maintainability.
* **Interactive Features:** Implemented complex user interactions like dropdown filters, dietary tag selection, and image capture from camera/gallery.
* **Mobile-First Development:** Integrated core device capabilities like the camera, laying the groundwork for a native user experience.

The project now has a complete and interactive user interface, ready for the next phase of integrating the backend API and finalizing the user authentication flow.