

# MARINE TASK APP v2 — ULTRA MASTER ARCHITECTURE (v3.3 Feb 2026)

## PURPOSE

Single source of truth for architecture, phases, and implementation reality.

## CORE PRINCIPLE

React renders. SQL scopes.

## PERMANENT RULES

- Never attach tasks directly to yachts
- Never compute ownership in React
- Never overwrite task\_results
- Never store tree paths
- Never use names as identity
- Never fetch entire datasets post-RPC
- TreeDisplay is presentation-only

## PHASE MODEL

### Phase 1 — COMPLETE

React shell, Supabase auth, TreeDisplay, Categories, Yachts, Groups, Templates.

### Phase 2 — COMPLETE (Feb 2026)

Task ↔ Category assignment

Category editor (rename, move, archive)

Independent parent/child selection

Tri-state visual UX (tick / partial / empty)

Category move persistence

Mobile-safe pencil icons

Virtual Top Level root

Circular move prevention

task\_category\_map UPSERT

### Phase 2.5 — FUTURE

Yacht Overrides: tasks.yacht\_id, task\_categories.yacht\_id

### Phase 3 — EXECUTION

task\_context anchors execution.

task\_results immutable.

### Phase 4 — RPC

get\_task\_tree()

get\_yacht\_tree()

### Phase 4.5 — Indexing

### Phase 5 — RLS

## CURRENT REALITY — FEB 2026

Assignment UX independent.

Mobile custom checkbox + pencil.

Category editor fully functional.

## TASK LIFECYCLE

Template → Category → Yacht → Execution → History

TREE DISPLAY CONTRACT

UI only.

OFFLINE SUPPORT (DEFERRED — PHASE 3+ ONLY)

Do NOT implement offline yet.

Requires Service Worker, cache strategy, IndexedDB, sync queues.

NEXT STEP

GenericTreeAssignPage

GenericTreeEditorPage

FINAL SUMMARY

Phase 2 complete.

TreeDisplay pure.

SQL authoritative.