

Student Name	Date	Date	Number of Hours	Description of Work Done
Everyone	1/17/25 6:00 PM	Jan 17, 2025	1	Meeting. Distribution of work. Choosing team lead. Decide on the app. -> GitHub Repo -> Misc -> Applied Research_ Logo and Name Research.pdf
Russell Han Josef	1/18/25 4:00 PM	Jan 18, 2025	1	Planning on the project scope and role distribution.
Russell Han Josef	1/20/25 8:30 PM	Jan 20, 2025	1.5	Research on screens to have. Finding screens inspiration. App name and branding.
Simone Lue	1/20/25 9:00 PM	Jan 20, 2025	1	Project Proposal Draft writing - Started the introduction section.
Simone Lue	1/21/25 6:00 PM	Jan 21, 2025	2	Project Proposal writing - Finalizing draft writing -> Proposed Research Project, Project Planning and Timeline, Project Contract - Proposal in Github Repo -> ReportsAndDocuments -> SimoneL_Proposal.pdf
Simone Lue	1/22/25 10:00 AM	Jan 22, 2025	2	Figma initialization, developing wireframes, general idea of screens
Russell Han Josef	1/22/25 10:00 AM	Jan 22, 2025	2	Research on Heroku Dynos and Postgres workflow
Simone Lue	1/22/25 2:00 PM	Jan 22, 2025	1	Wireframe for homepage
Russell Han Josef	1/22/25 4:30 PM	Jan 22, 2025	1	Researched about conducting surveys and user testing.
Russell Han Josef	1/22/25 5:30 PM	Jan 22, 2025	1	Created survey questionnaires and shared using Microsoft Forms. -> Github Repo -> Misc -> Form_Exploration App Survey_ Help Us Build Your Dream Travel Planner.pdf
Simone Lue	1/24/25 7:30 PM	Jan 24, 2025	1	Wireframing for quiz screens
Simone Lue	1/25/25 12:00 PM	Jan 25, 2025	0.5	Finalized proposal, ready for submission
Russell Han Josef	1/25/25 8:00 PM	Jan 25, 2025	2	Commit Git for Proposal.pdf. Researched for APIs: OpenAI gpt model to use, Google Places, Google Maps, Eventbrite, OpenWeatherMap. Get all the API Keys needed.
Simone Lue	1/27/25 7:00 PM	Jan 27, 2025	2	Wireframing screens: interactive maps, chatbot, my trips -> Github Repo -> Misc -> Figma Wireframes.png
Everyone	1/27/25 10:00 PM	Jan 27, 2025	0.5	Regroup to discuss about the progress and knowledge sharing: Wireframe, APIs.
Russell Han Josef	1/28/25 3:00 PM	Jan 28, 2025	0.5	Get Free credits from Heroku account using GitHub for Student Developer Pack
Russell Han Josef	1/28/25 3:30 PM	Jan 28, 2025	2	Researched on Database Schema. Learned more about PostgreSQL vs Microsoft SQL vs MySQL. Then Firebase NoSQL. Learned about Hybrid Architecture Approach with both PostgreSQL and NoSQL. Exported 2 diagrams. -> GitHub Repo -> Misc -> WayPoint-SQL-Schema.png -> GitHub Repo -> Misc -> WayPoint-NoSQL-Schema.png
Russell Han Josef	1/28/25 7:30 PM	Jan 28, 2025	1	Created Video to share surveys on Instagram. Link: https://www.instagram.com/reel/DFXOyODRLOI/?igsh=ZnF4OWhqbTk0NnVx
Russell Han Josef	1/29/25 9:30 AM	Jan 29, 2025	1	Get more insights from Prof. Priya in how do we approach surveys collected and user testing if user doesn't reside in a same country.
Simone Lue	1/31/25 3:12 PM	Jan 31, 2025	3	Research on Reactive Native Expo vs CLI, environment setup and ways to start a project + gluestack v2 ui. Decided on React Native CLI as it was more suitable for the project scope
Simone Lue	2/1/25 9:00 AM	Feb 01, 2025	2	Started and added frontend project shell to github. Encountered issues with the folder structuring when adding to github: Empty folder was being pushed to github instead of with the code. Had to restructure multiple times before successful
Russell Han Josef	2/3/25 9:30 PM	Feb 03, 2025	1.5	Created backend shell. Tested the shell and it's running. Pushed to GitHub repo.
Everyone	2/3/25 11:00 PM	Feb 03, 2025	1	Regroup to discuss about Database Schema of PostgreSQL and NoSQL. Update on the frontend shell. Update on the backend shell. Troubleshoot how to run ios on the machine on the first time pulling. Ensure frontend shell can work on both machines. Tasks assignment for the upcoming week.

Russell Han Josef	2/4/25 12:00 AM	Feb 04, 2025	1	<p>Frontend shell wasn't working on Russell's machine. Troubleshooting. Cocoapods installed but pod wasn't installed successfully.</p> <p>Finding: XCode wasn't install properly. When running <code>xcode-select -p</code> on terminal. It showed other thing than <code>"/Applications/Xcode.app/Contents/Developer"</code></p> <p>Details: The problem was that the path to the Xcode command-line tools was not correctly set, causing the <code>xcrun</code> command to be unable to locate the iOS SDK (iphoneos). This resulted in the error message: SDK "iphoneos" cannot be located. Code to run: <code>sudo xcode-select -s /Applications/Xcode.app/Contents/Developer</code></p> <p>Solved!</p>
Russell Han Josef	2/4/25 9:30 AM	Feb 04, 2025	2.5	<p>I encountered an issue while deploying my FastAPI app to Heroku. The deployment failed with a <code>ModuleNotFoundError</code> for the backend module. After investigating, I realized that the folder containing the app was named <code>Implentation</code> with a capital "I", but the <code>Procfile</code> was referencing it as <code>implementation</code> with a lowercase "i". Instead of renaming the folder, I updated the <code>Procfile</code> to correctly reference the folder name with the capital "I" as it appeared in the project. After this update, the deployment was successful, and the app was properly hosted on Heroku.</p>
Russell Han Josef	2/4/25 1:30 PM	Feb 04, 2025	1	<p>Problem: Setting up PostgreSQL was challenging, especially connecting pgAdmin to both my local database and Heroku's remote database. I struggled with authentication issues, missing roles, and ensuring my tables were correctly created in both environments.</p> <p>Solution: I configured my local PostgreSQL by setting the correct roles and connected pgAdmin to Heroku using the provided <code>DATABASE_URL</code>. I ensured the database schema was consistent across both environments and created tables using SQLAlchemy.</p> <p>Explanation: This helped me understand how PostgreSQL differs locally and on Heroku, how to manage database credentials, and how to properly set up pgAdmin for database administration.</p>
Russell Han Josef	2/4/25 2:30 PM	Feb 04, 2025	1	<p>Problem: Deploying to Heroku failed due to an incorrectly placed <code>Procfile</code>, missing dependencies in <code>requirements.txt</code>, and misconfigured environment variables like <code>DATABASE_URL</code> and <code>SECRET_KEY</code>.</p> <p>Solution: I moved <code>Procfile</code> to the root directory, updated <code>requirements.txt</code>, and set <code>DATABASE_URL</code> correctly in Heroku's environment variables. Restarting the Heroku dyno applied these fixes.</p> <p>Explanation: This taught me the importance of directory structure and configuration files in deployment and how to debug deployment failures using <code>heroku logs --tail</code>.</p>
Russell Han Josef	2/4/25 3:30 PM	Feb 04, 2025	2	<p>Problem: After fixing deployment, my app still crashed on Heroku (H10 App Crashed) due to SQLAlchemy not recognizing Heroku's <code>DATABASE_URL</code> format and FastAPI failing to bind to the correct port.</p> <p>Solution: I modified <code>db.py</code> to convert <code>postgres://</code> to <code>postgresql://</code>, ensuring SQLAlchemy could connect. I also updated <code>Procfile</code> to bind FastAPI to Heroku's <code>\$PORT</code>.</p> <p>Explanation: This reinforced the differences between local and production environments, the need for dynamic configurations, and how Heroku manages deployments and environment variables.</p>
Simone Lue	2/6/25 10:00 PM	Feb 06, 2025	1.5	<p>Started on the Quiz Screen component: Adding pressable buttons and sorting out the general layout of the text and buttons</p>

Simone Lue	2/7/25 6:00 PM	Feb 07, 2025	2.5	<p>Completed QuizScreen and the styling file for it.</p> <p>Added:</p> <ul style="list-style-type: none"> - Back/Next button for navigation between questions. - Back button not visible on the first question - Progress bar to visually represent questions done/left - Color change when button is selected - Have a couple of example questions set as placeholders
Simone Lue	2/8/25 3:00 PM	Feb 08, 2025	2	<p>Started on the layout of the HomeScreen as well as its corresponding styling file.</p> <p>Added:</p> <ul style="list-style-type: none"> - Search bar (text input) - Horizontal scroll for 'My Trips' (with placeholder trips set + default card for when there are no current trips added) <p>Problems encountered:</p> <ul style="list-style-type: none"> - Had trouble with using Carousel (react-native-snap-carousel) <ul style="list-style-type: none"> - The dependencies had conflicts and version compatibility issues, specific issues with propTypes - Nothing was working <p>Alternate solution:</p> <ul style="list-style-type: none"> - Used FlatList with horizontal scrolling instead
Simone Lue	2/8/25 9:00 PM	Feb 08, 2025	2	<p>Started on the bottom navigation menu -></p> <p>Problem: Tried using external library for icons but icons would not show up properly (Question mark in the middle of a box shows up)</p> <ul style="list-style-type: none"> - Issues with linking fonts with Xcode <p>Alternate plan: For now I am using emojis as a placeholder icon, will revisit adding external library of icons at a later time</p> <p>Bottom Navigation now has seamless navigation between Home and Quiz screens -></p> <p>Quiz screen to be replaced at a later time, currently acting as a placeholder for other screens</p>
Russell Han Josef	2/9/25 7:30 PM	Feb 09, 2025	1	Created travel style quiz. Total 7 questions. Scoring system using point-based system.
Everyone	2/10/25 8:00 PM	Feb 10, 2025	2	<p>Regroup / Knowledge Sharing session.</p> <p>Russell:</p> <ul style="list-style-type: none"> - Explained how the backend works for PSQL part. - Explained how to use pgAdmin tool as database management tool. - Explained the workflow with backend: when writing new code for backend, test it on local machine before pushing to Github. - Showed how deployment works with Github - Heroku setup. <p>General:</p> <ul style="list-style-type: none"> - Discussed the next workflow in tackling MVPs. - Discussed to re-order MVP priority based on survey. <p>Task Assignments:</p>

Simone Lue	2/11/25 11:30 PM	Feb 11, 2025	2.5	<p>Started on the backend for the quiz MVP -> quiz model, schema, api and routing</p> <p>Problem: Had trouble with the database setup/running it on my local machine and connecting to postgresql</p> <p>Solution: After consulting with Russell on the setup, server is able to run on my local device. Next step is to make sure that front end is connecting properly to the back end and able to pass information -> update to local database and make sure it is functioning as intended</p>
Russell Han Josef	2/11/25 1:30 PM	Feb 11, 2025	3.5	<p>1. Foreign Key Dependency Issues Problem: Models had incorrect import order, causing foreign key errors. Solution: Adjusted import order in __init__.py to ensure dependencies load correctly.</p> <p>2. Circular Import Issue Problem: Importing Base from db.py led to circular dependencies. Solution: Moved Base to base.py and updated model imports.</p> <p>3. Missing email-validator Error Problem: FastAPI required email-validator, despite being in requirements.txt. Solution: Reinstalled dependencies manually on Heroku.</p> <p>4. uvicorn: command not found on Heroku Problem: uvicorn was missing in the runtime environment. Solution: Updated Procfile to use python -m uvicorn and verified installation.</p> <p>5. Heroku App Not Restarting Properly Problem: Deployment changes weren't reflecting. Solution: Restarted the app and purged Heroku build cache.</p> <p>6. App Not Binding to \$PORT Problem: FastAPI wasn't binding correctly to the environment port. Solution: Ensured uvicorn runs with --port=\${PORT} in Procfile.</p> <p>7. Database Connection Test Failed on Heroku Problem: Remote database connection wasn't verifying. Solution: Created /test-db endpoint and confirmed it works.</p>
Russell Han Josef	2/11/25 5:00 PM	Feb 11, 2025	0.5	<p>Running db.py to Create Tables on Heroku: Problems & Solutions</p> <p>1. Running db.py on Heroku caused ModuleNotFoundError: No module named 'app' Fix: Used PYTHONPATH=. python app/db/db.py to ensure the correct module path.</p> <p>2. Tables were not appearing in Heroku Postgres after running db.py Fix: Explicitly set Base.metadata.schema = "public" in db.py to ensure tables are placed in the correct schema.</p> <p>3. Needed a way to manually trigger db.py on Heroku Fix: Opened a Heroku shell with heroku run bash -a waypoint-travel, then executed: PYTHONPATH=. python app/db/db.py</p> <p>4. Wanted to verify if tables were created in Heroku Postgres Fix: Used Heroku Postgres CLI to check tables: heroku pg:psql -a waypoint-travel SELECT tablename FROM pg_tables WHERE schemaname = 'public';</p> <p>Final Outcome: Successfully ran db.py on Heroku, ensuring tables were created in the correct schema.</p>

Russell Han Josef	2/12/25 10:00 AM	Feb 12, 2025	1.5	<p>Summary of Fixes & Progress</p> <p>1. CRUD Implementation for Users Created POST /users → Create User (with password hashing). Created GET /users/{user_id} → Retrieve User by ID. Created PUT /users/{user_id} → Update User (name, email, password). Created DELETE /users/{user_id} → Delete User.</p> <p>2. Fixed Errors InvalidRequestError → Added ForeignKey("users.id") in quiz_model.py. TypeError: 'password' is an invalid keyword argument for User → Ensured password_hash is used in user_model.py. NameError: name 'user_schema' is not defined → Fixed incorrect import in user_routes.py. zsh: no matches found: passlib[bcrypt] → Installed using pip install "passlib[bcrypt]".</p> <p>3. Fixed Duplicate URL Path Issue Issue: "/users/users/{user_id}" in FastAPI /docs. Fix: Removed redundant /users prefix from routes in user_routes.py.</p> <p>4. Tested Locally Verified all CRUD operations using FastAPI /docs. Confirmed correct URL paths after fixing duplication.</p> <p>Next Steps Test CRUD operations for Itineraries, Places, Badges, and Quiz Results. Once confirmed, deploy to Heroku and re-test on live API.</p>
Russell Han Josef	2/12/25 11:30 AM	Feb 12, 2025	1	<p>Log Summary for Places CRUD Implementation</p> <p>1. Implemented CRUD for Places Created POST /places → Add a new place. Created GET /places/{id} → Retrieve a place by ID. Created PUT /places/{id} → Update place details. Created DELETE /places/{id} → Remove a place.</p> <p>2. Fixed Issues Fixed timezone inconsistency → Ensured last_updated is stored in UTC. Resolved datetime.utcnow() deprecation warning → Used datetime.now(timezone.utc).replace(tzinfo=None). Verified timestamps consistency → Matched last_updated with created_at format.</p> <p>3. Successfully Tested POST /places → Verified place creation with manual data. GET /places/{id} → Retrieved created places correctly. PUT /places/{id} → Updated place details without timezone mismatch. DELETE /places/{id} → Successfully removed places from the database.</p> <p>Next Steps Implement User Favorites (user_favorite_routes.py). Ensure Users ↔ Places relationship works correctly. Prepare for Google Places API integration.</p>

Russell Han Josef	2/12/25 3:30 PM	Feb 12, 2025	0.5	<p>Log Summary for User Favorites Implementation</p> <p>1. Implemented CRUD for User Favorites</p> <p>Created POST /user_favorites → Add a place to favorites.</p> <p>Created GET /user_favorites/{user_id} → Retrieve a user's favorite places.</p> <p>Created DELETE /user_favorites/{favorite_id} → Remove a favorite place.</p> <p>2. Fixed Issues</p> <p>Validated user and place existence before adding a favorite.</p> <p>Prevented duplicate favorites by checking existing records.</p> <p>Ensured added_at timestamp is stored in UTC for consistency.</p> <p>3. Successfully Tested</p> <p>POST /user_favorites → Added places to favorites successfully.</p> <p>GET /user_favorites/{user_id} → Retrieved correct favorites for users.</p> <p>DELETE /user_favorites/{favorite_id} → Removed favorites as expected.</p> <p>4. Updated main.py</p> <p>Included user_favorite_routes in FastAPI router.</p> <p>Next Steps</p> <p>Implement Badges (badge_routes.py).</p> <p>Ensure User ↔ Badges relationship works correctly.</p>
Russell Han Josef	2/12/25 4:00 PM	Feb 12, 2025	1.5	<p>Set Up Google Places API Integration</p> <p>Chose Google Places API (Old Version) for simpler API key authentication.</p> <p>Tested API manually using Postman & cURL.</p> <p>Implemented FastAPI Route for Places Search</p> <p>Created /places/search endpoint to fetch nearby places.</p> <p>Integrated Google Places API (maps.googleapis.com).</p> <p>Cached results in PostgreSQL to reduce API calls.</p> <p>Restricted API to British Columbia (BC), Canada</p> <p>Implemented latitude/longitude boundary check to block requests outside BC.</p> <p>Verified restriction by testing New York (Successfully blocked).</p> <p>Error Handling & Optimizations</p> <p>Improved handling for invalid locations and API failures.</p> <p>Implemented database caching to avoid redundant API requests.</p> <p>Added X-Goog-FieldMask to optimize API responses.</p> <p>Tested & Debugged API Responses</p> <p>Verified working results for Vancouver, BC.</p> <p>Ensured API key security using environment variables (.env, Heroku Config Vars).</p>

Russell Han Josef	2/13/25 10:00 AM	Feb 13, 2025	1.5	<p>Tasks Completed:</p> <ul style="list-style-type: none"> - Configured React Navigation with StackNavigator & BottomTabNavigator. - Created Login & Signup screens with placeholder values. - Implemented Profile screen with user details, Edit Profile (future), and Log Out. - Built Settings screen with Travel Style, Notifications, Language, and Account Management. - Used SafeAreaView & ScrollView to fix UI layout issues. - Replaced deprecated Picker with @react-native-picker/picker. - Ensured dynamic spacing to prevent overlap with iPhone Dynamic Island. <p>Next Steps:</p> <ul style="list-style-type: none"> - Implement Edit Profile feature. - Add form validation for Login & Signup. - Prepare backend integration for authentication and profile updates. - Enhance UI with better styling.
Russell Han Josef	2/13/25 11:30 AM	Feb 13, 2025	0.75	<p>Tasks Completed:</p> <ul style="list-style-type: none"> - Backend Integration for Authentication: <ul style="list-style-type: none"> - Reviewed backend schemas, models, and routes. - Confirmed API endpoint for user registration (POST /users/). - Identified and fixed login API endpoint (POST /users/auth/login). - Updated SignupScreen.js: <ul style="list-style-type: none"> - Connected to backend (POST /users/) for user registration. - Handled form submission, API request, and error handling. - Added navigation to Login screen upon successful signup. - Updated LoginScreen.js: <ul style="list-style-type: none"> - Integrated POST /users/auth/login using query parameters. - Ensured login request matches the correct FastAPI route. - Redirects users to Main app upon successful login. - Displays alerts for errors and invalid credentials. - Backend API Testing & Debugging: <ul style="list-style-type: none"> - Successfully tested user registration and login via FastAPI. - Ensured POST /users/auth/login worked with query parameters. - Verified API response handling in React Native app. <p>Next Steps:</p> <ul style="list-style-type: none"> - Implement persistent authentication (store session/token). eg. JWT - Add form validation for signup & login fields. - Enhance UI styling & error messages for better user experience. - Implement Edit Profile feature in ProfileScreen.js.

Russell Han Josef	2/13/25 12:45 PM	Feb 13, 2025	2.25	<p>Attempted to rename React Native app from "frontend" to "WayPoint" → Encountered issues, reverted to "frontend"</p> <p>Updated package.json and app.json to reflect the correct app name → Reverted due to build errors</p> <p>Checked and updated Xcode Signing & Capabilities → Used free Apple ID for provisioning</p> <p>Attempted to set correct Bundle Identifier for Firebase setup → Reverted due to build failures</p> <p>Installed Firebase dependencies (@react-native-firebase/app) → Successfully installed</p> <p>Fixed CocoaPods issues with modular headers → Modified Podfile and ran pod install --repo-update</p> <p>Configured Firebase in AppDelegate.swift → Updated to FirebaseApp.configure()</p> <p>Encountered xcodebuild error code 65 while running iOS build → Attempted multiple fixes</p> <p>Deleted and reinstalled CocoaPods, node_modules, and Xcode DerivedData → No success</p> <p>Manually deleted ios/build/ and cleaned Xcode project → Issue persisted</p> <p>Ran xcodebuild clean and pod install --repo-update → Did not resolve the issue</p> <p>Tried running the app via Metro Bundler (npx react-native run-ios) → Still failed</p> <p>Decided to fully reset the project by deleting and reinstalling all dependencies → Still encountering build issues</p>
Simone Lue	2/13/25 8:00 PM	Feb 13, 2025	3.5	<p>- Built the look for the quiz results on Figma</p> <p>- Adding the code and styling for the results display to QuizScreen.js and QuizScreenStyles.js</p> <ul style="list-style-type: none"> - Will dynamically display the type of traveler depending on the quiz scoring logic from the quiz - Added an "x" button that will take user back to the home page after seeing the results <p>Problems Encountered:</p> <ul style="list-style-type: none"> - Tried to do a share button functionality where user will be able to save the results as an image to their camera roll. This didn't work out as there were Xcode dependencies that conflicted with my system. Had to remove this functionality. Can revisit once the MVP is complete - Dependencies that were added to do this share implementation were not completely erased and repeatedly threw errors as it was still somewhere in the files. <p>Solutions and Alternatives:</p> <ul style="list-style-type: none"> - Had to remove node modules and reinstall dependencies and pod files multiple times to get rid of the errors. <p>Next Steps:</p> <ul style="list-style-type: none"> - Send quiz results to the backend and save it to the database - Have the option to retake quiz and erase results previous from the backend - (Optional once MVP is complete) Retry the share functionality

Russell Han Josef	2/14/25 2:00 PM	Feb 14, 2025	4	<p>Summary Log: Firebase Realtime Database Setup & Next Steps</p> <p>Problems:</p> <ul style="list-style-type: none"> Multiple React-Core dependencies causing conflicts React-RCTAppDelegate not linking correctly FirebaseAuth/FirebaseAuth-Swift.h file not found (even though not needed) Xcode build error: "unable to initiate PIF transfer session" ReactCommon module redefinition error CocoaPods installation issues <p>Solutions Attempted:</p> <ul style="list-style-type: none"> Refactored Podfile to use use_modular_headers! and fixed React-Core conflicts Updated AppDelegate.swift with FirebaseApp.configure() Removed and reinstalled dependencies (node_modules, Pods, Podfile.lock) Cleared Xcode cache (DerivedData, xcodebuild clean) Ensured only needed Firebase modules were installed <p>What's Next:</p> <ul style="list-style-type: none"> Start fresh to ensure a clean build Get React Native running first before adding Firebase Verify Podfile with default settings, then add Firebase Test a basic build (npx react-native run-ios) before integrating Firebase features Implement Firebase Realtime Database CRUD to confirm it works <p>Next attempt: Clean setup from the beginning</p>
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Russell Han Josef	2/14/25 7:00 PM	Feb 14, 2025	1.5	<p>Work Log: Firebase Integration in React Native (iOS)</p> <p>Problems & Solutions</p> <p>Firebase Not Initializing (No Firebase App '[DEFAULT]' has been created)</p> <p>Firebase was not auto-detecting GoogleService-Info.plist.</p> <p>Manually initialized Firebase in firebase.js.</p> <p>Firebase connected successfully using manual config.</p> <p>Missing or Invalid FirebaseOptions property 'apiKey' Error</p> <p>Firebase could not find apiKey from GoogleService-Info.plist.</p> <p>Verified plist format and corrected key names.</p> <p>Ensured plist was inside Implementation/frontend/ios/.</p> <p>Linked plist in Xcode under Build Phases → Copy Bundle Resources.</p> <p>Still using manual config; plist auto-detection needs verification.</p> <p>Firebase Data Not Appearing in Realtime Database</p> <p>Firebase connection worked, but no data appeared.</p> <p>Updated Firebase database rules to allow reads/writes.</p> <p>Created a test function in LoginScreen.js to write data.</p> <p>Confirmed successful data write to Firebase Console.</p> <p>Next Steps</p> <p>Remove manual Firebase config and verify plist auto-detection.</p> <p>Fetch and display a list of data from Firebase.</p> <p>Secure Firebase Database rules based on authentication.</p>
Russell Han Josef	2/14/25 8:30 PM	Feb 14, 2025	0.5	<p>Work Log: Firebase Auto-Detection Fix in React Native (iOS)</p> <p>Problems & Solutions</p> <p>Firebase Not Initializing Automatically</p> <p>Firebase was not detecting GoogleService-Info.plist.</p> <p>Manually initialized Firebase in AppDelegate.swift.</p> <p>Confirmed Firebase auto-detection now works.</p> <p>Missing Firebase Setup in AppDelegate.swift</p> <p>React Native Firebase requires Firebase to be initialized in AppDelegate.swift.</p> <p>Added FirebaseApp.configure() inside didFinishLaunchingWithOptions.</p> <p>Restarted the app and confirmed successful Firebase initialization.</p> <p>Plist File Not Being Read by Xcode</p> <p>GoogleService-Info.plist was not linked in Build Phases → Copy Bundle Resources.</p> <p>Manually added the plist file in Xcode.</p> <p>Verified correct plist location in Implementation/frontend/ios/.</p> <p>Next Steps</p> <p>Fetch and display data from Firebase in the app.</p> <p>Secure Firebase database rules based on authentication.</p>

Simone Lue	2/15/25 1:30 PM	Feb 15, 2025	2	<p>Trying to send data to the backend and save the travel style pertaining to the user</p> <ul style="list-style-type: none"> - Using AsyncStorage to save and retrieve the user_id upon successful logins <p>Problem:</p> <ul style="list-style-type: none"> - There were AsyncStorage runtime errors due to it not being properly linked - This was due to Cocoapods gem error -> broken or outdated Ruby gem <p>Solution:</p> <ul style="list-style-type: none"> - Reinstalled and updated ruby gem - Reinstalled cocoa pods - Reinstalled iOS pods - No runtime errors for AsyncStorage now <p>Trying to retrieve userId from the user's login session</p> <ul style="list-style-type: none"> - Created a method in QuizScreen.js to retrieve userId - Successfully able to retrieve userid <p>Trying to send quiz results to the backend</p> <ul style="list-style-type: none"> - Modified api for posting quiz results - Created method in QuizScreen.js to send results to the backend <p>Problem:</p> <ul style="list-style-type: none"> - 404 Error: api endpoint does not exist or incorrect <p>Next step: Fix the connection to API endpoint</p>
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Simone Lue	2/16/25 2:00 PM	Feb 16, 2025	1.5	<p>Fixing the connection to API endpoint</p> <ul style="list-style-type: none"> - Need to send the quiz results to the back end <p>Problem:</p> <ul style="list-style-type: none"> - 404 Error: api endpoint does not exist or incorrect <p>Solution:</p> <ul style="list-style-type: none"> - main.py had “/quiz_results” as the router prefix - quiz_routes.py had “/quiz_results” as the route - To send the results to the quiz_results table, the quiz results endpoint should be ` \${API_BASE_URL}/quiz_results/quiz_results` instead of ` \${API_BASE_URL}/quiz_results` - Changed the endpoint to “/” --> proper full endpoint is now ` \${API_BASE_URL}/quiz_results/` - The results are now stored in the quiz_results table with the correctly retrieved userId and travelStyle <p>When the user redoes the quiz, the results save as a new row in the table rather than updating the existing record</p> <ul style="list-style-type: none"> - Need to update the record instead of making a new row - Modified POST “/” in quiz_routes.py to check if a result already exists for the user, update it if it exists - Now successfully modifies the record instead of creating a new one <p>Next Steps:</p> <ul style="list-style-type: none"> - Add frontend option for user to retake quiz. - Fix scoring logic for when users navigate backwards during the quiz. - Users should not be able to move on to the next question without selecting an answer
Simone Lue	2/17/25 12:00 AM	Feb 17, 2025	1	<p>Added frontend option for user to retake quiz:</p> <ul style="list-style-type: none"> - Added retake quiz button code and styles - Added a method to trigger onPress to handle resetting all scores quiz UI - New quiz results are being sent to backend, updating the user's travel style <p>Next/Submit buttons are ‘disabled’ without selecting an answer</p> <ul style="list-style-type: none"> - Added disabled button styling - Modified handleNextQuestion() to prevent moving forward when selectedAnswer is null <p>Next Steps:</p> <ul style="list-style-type: none"> - Fix scoring logic for when users navigate backwards during the quiz - When navigating backwards through questions, retain previously selected answer
Simone Lue	2/17/25 4:15 PM	Feb 17, 2025	0.5	<p>Analyzed and summarized survey results to determine high/medium/low priority features for the application.</p>

Simone Lue	2/17/25 4:45 PM	Feb 17, 2025	1.25	<p>Navigating backwards through questions, UI retains the previously selected answer</p> <ul style="list-style-type: none"> - Used an array to track selected answers instead of a single selectedAnswer state - Updated handleAnswerSelection to store answers in the new array (which the index corresponds to the question index) - Set the selected answer when navigating to the previous question - Modify handlePreviousQuestion to retrieve and display the stored selection. <p>Problem:</p> <ul style="list-style-type: none"> - Navigating forwards AFTER navigating backwards retains the selected answer previously selected <p>Solution:</p> <ul style="list-style-type: none"> - When moving forward after going backwards, clear future selections to ensure past choices aren't remembered. <p>Fix scoring logic for when users navigate backwards during the quiz. The current scoring logic does not automatically adjust the previous selection's score when changing an answer. Instead, it only adds points when selecting an option but does not remove points when an answer is changed</p> <ul style="list-style-type: none"> - Modified handleAnswerSelection to first try to subtract points from the answers that are being changed <p>Problem:</p> <ul style="list-style-type: none"> - This method of scoring retained the scores from the questions that remained unchanged and added on an additional point for the new selection (whether from the same category or not) <p>Solution:</p> <ul style="list-style-type: none"> - Modify handleAnswerSelection to build scores from the remaining selections instead of subtracting points one by one - Modify handlePreviousQuestion and handleNextQuestion to reset scores of future selections when moving forward after going back.
Everyone	2/17/25 10:30 PM	Feb 17, 2025	1.25	<p>Meeting Notes Summary (February 17, 2025)</p> <ol style="list-style-type: none"> 1. Upcoming 1-Week Tasks Focus on the next two MVPs: Personalized Recommendations (Google Places API integration for recommendations) Interactive Map (Google Maps API integration for visualization) 2. Past Week Progress Updates Team members shared knowledge and updates on completed tasks. 3. Heroku Backend Server Documentation Discussion on CRUD operations for backend endpoints 4. Connecting Simulator to Heroku Server Setting up the React Native simulator to interact with the backend hosted on Heroku. 5. Planning for Video Workflow Outlining the video workflow for the mid-term report. Deciding on tools and steps for video creation. 6. Firebase Realtime Database & App Distribution Revisiting Firebase Realtime Database setup. Setting up Firebase App Distribution for testing. 7. Google Places API on /search Path Integrating Google Places API for search functionality. Ensuring that the API can return filtered results based on user preferences.

Simone Lue	2/20/25 7:00 PM	Feb 20, 2025	2	<p>Implementing personalized recommendations feature</p> <ul style="list-style-type: none"> - Built a FastAPI route (/places/recommendations) to fetch places based on user preferences. - Integrated Google Places API to get places based on user travel style (quiz results). - Stored cached places in PostgreSQL to reduce API calls. <p>Problem 1: 422 Error (Unprocessable Entity)</p> <ul style="list-style-type: none"> - FastAPI expected user_id as an integer, but it was sent as a string. <p>Solution:</p> <ul style="list-style-type: none"> - Ensured user_id is an integer <p>Problem 2: 404 Error</p> <ul style="list-style-type: none"> - FastAPI couldn't find user_id in quiz_results, even though it existed in PostgreSQL - The backend was using the local database instead of Heroku. - FastAPI was querying the wrong database (local waypoint_db instead of Heroku). <p>Solution:</p> <ul style="list-style-type: none"> - Connected FastAPI to Heroku Postgres by updating .env database_url <p>Problem 3: API Route Conflict</p> <ul style="list-style-type: none"> - FastAPI treated /recommendations as {place_id}, causing a 400 Bad Request. - The dynamic route @place_router.get("/{place_id}") was above /recommendations, so FastAPI assumed "recommendations" was a place_id. <p>Solution:</p> <ul style="list-style-type: none"> - Reordered routes in place_routes.py <p>!!Confirmed API is working!!</p> <ul style="list-style-type: none"> - FastAPI backend is using Heroku Postgres instead of local PostgreSQL. - Recommendations API (/places/recommendations) now works as expected.
Simone Lue	2/20/25 9:00 PM	Feb 20, 2025	2	<p>Built Recommended Places screen and styling</p> <p>Connecting frontend UI to make API requests to display the recommendations:</p> <ul style="list-style-type: none"> - Developed methods to fetch recommendations - Developed filter options - Switched back to local to work on the app <p>Problem: app UI was not displaying results</p> <ul style="list-style-type: none"> - The frontend was now receiving an empty array upon making requests <p>Solution:</p> <ul style="list-style-type: none"> - Debugging logs indicated that google places was denying the requests due to invalid api key - Realized Heroku was configured with google places api but not locally - Added API key in .env and was able to retrieve the recommendations which reflected in the UI <p>Next Steps:</p> <ul style="list-style-type: none"> - Images for the recommended places are not found- need to fix - Refine filters - Make sure recommendations work for all travel styles

Simone Lue	2/21/25 3:00 PM	Feb 21, 2025	2	<p>Fixing the photo display on the recommendations screen</p> <ul style="list-style-type: none"> - Logs show that the image can not be found - At first, thought it was the API key not being used in the frontend so it was restricting access to images, but upon correcting that, images were still not loading - Adjusted the method for image rendering a couple times and one finally worked (not too sure why) - Images now loading with the recommendations
Simone Lue	2/21/25 5:00 PM	Feb 21, 2025	1	<p>Making sure recommendations work for all travel styles:</p> <ul style="list-style-type: none"> - Matching the different travel styles correctly to TRAVEL_STYLE_MAPPING - Had to rename the some of the keys to match the recognized travel styles <p>Adjusting the displayed emoji for each travel style</p> <ul style="list-style-type: none"> - Tried to do multiple emojis for combined travel styles but it offset the styling <ul style="list-style-type: none"> - Alternative: Selected one emoji best fit for different combined styles instead - Fixed the missing emoji for "No travel style" - Fixed the awkward wording for some of the travel styles such as "You are a You didn't align with any specific travel style Traveler" <ul style="list-style-type: none"> - Modify the return inside QuizScreen.js so that the formatting dynamically adjusts <p>Next Steps:</p> <ul style="list-style-type: none"> - Recommendations displaying for mixed travel styles - Recommendations fetch new results after travel style changes - Make sure the filters work

Russell Han Josef	2/22/25 10:30 PM	Feb 22, 2025	2	<p>Fixes & Improvements in SettingsScreen.js and Backend</p> <p>Initial Issues & Fixes</p> <p>Login Issues (422 Unprocessable Content)</p> <p>Issue: FastAPI rejected login requests due to incorrect request body formatting.</p> <p>Fix: Ensured email and password were correctly passed in the axios.post request in LoginScreen.js.</p> <p>User Data Not Persisting After Login</p> <p>Issue: Logged-in user details were not being saved for profile and settings.</p> <p>Fix: Stored user data in AsyncStorage after a successful login.</p> <p>Navigating to Home Screen After Login (REPLACE Error)</p> <p>Issue: navigation.replace('HomeScreen') failed due to missing screen.</p> <p>Fix: Updated App.js to correctly route users to Main after login.</p> <p>Backend Issues & Fixes</p> <p>Travel Style Not Saving (422 Unprocessable Content)</p> <p>Issue: FastAPI expected user_id in the request body for PUT requests.</p> <p>Fix:</p> <p>Created QuizResultUpdate schema to accept only travel_style.</p> <p>Modified PUT /quiz_results/user/{user_id} to update travel style correctly.</p> <p>Fetching Travel Style for User Settings</p> <p>Issue: Travel style was not being retrieved from PostgreSQL.</p> <p>Fix:</p> <p>Created GET /quiz_results/user/{user_id} to fetch travel style.</p> <p>Updated SettingsScreen.js to call this API and store the result in AsyncStorage.</p>
Russell Han Josef	2/22/25 2:00 PM	Feb 22, 2025	1	Drafted video recording flow.
Russell Han Josef	2/22/25 3:00 PM	Feb 22, 2025	0.5	Fixed QuizScreen and LoginScreen to ensure first time user is able to take the quiz and save it correctly.

Russell Han Josef	2/23/25 1:00 PM	Feb 23, 2025	3	<p>Google Maps Integration on iOS</p> <p>Problem: Needed to integrate Google Maps SDK for iOS. Solution: Installed and configured Google Maps SDK (v7.0.0).</p> <p>Problem: API key was stored in Info.plist, causing security issues. Solution: Moved API key to .env and dynamically loaded it in AppDelegate.swift.</p> <p>Problem: "Tried to register two views with the same name AIRMap" error. Solution: Ensured only one instance of react-native-maps to fix duplicate registration.</p> <p>Problem: API key needed to be dynamically passed to Swift. Solution: Updated Podfile to load .env variables and inject API key into the build.</p> <p>Problem: Map was not displaying if the API key was missing. Solution: Added error handling to InteractiveMapScreen.js to show a message when the API key is missing.</p> <p>Problem: Needed to verify Google Maps displayed properly. Solution: Successfully displayed Google Maps centered on Vancouver, BC in the iOS simulator.</p> <p>Next Steps Implement user location tracking. Add custom markers for points of interest. Optimize map rendering and interactions. Test on a real iOS device for stability.</p>
Russell Han Josef	2/23/25 10:00 PM	Feb 23, 2025	2	Added markers with Google Places API.
Simone Lue	2/23/25 5:00 PM	Feb 23, 2025	4	<p>Midterm Report: Title page (complete), Introduction (complete), summary of initial proposed project (complete), changes to the proposal (complete), UPDATED project planning and timeline (IN PROGRESS: individual responsibilities; COMPLETED: Gantt chart, new proposed timelines, milestones, deliverables), Implemented Feature (IN PROGRESS: Login, Recommendations, Interactive Maps; COMPLETED: Quiz), Work Logs (IN PROGRESS), Closing and References (IN PROGRESS)</p> <p>Proposal changes:</p> <ul style="list-style-type: none"> - Gantt Chart - Responsibilities - Timelines - MVPs Priority
Russell Han Josef	2/24/25 10:00 AM	Feb 24, 2025	1	<p>Check on Firebase app Distribution.</p> <p>Upon checking, need to enrol in Apple Developer Program.</p> <p>Completed: Register for enrolment under educational institution. Request to waive the fee.</p> <p>What's next: Waiting for reply.</p>
Everyone	2/24/25 5:00 PM	Feb 24, 2025	1.75	Video Recording for Mid Term Report Checkpoint
Everyone	2/24/25 9:30 PM	Feb 24, 2025	2.5	Finishing and finalizing midterm report. Preparing documents for submission. Push log to the github.

Simone Lue	2/26/25 9:30 AM	Feb 26, 2025	2	<p>Fixing filters</p> <p>Problem 1: Clicking a filter does not change the UI</p> <ul style="list-style-type: none"> - Passing 'places' instead of 'filteredPlaces' in the FlatList filtering logic <p>Solution: Passed the correct name</p> <p>Problem 2: Clicking a filter does not show anything (blank page)</p> <ul style="list-style-type: none"> - Added debugging logs to check - Debugging showed that theres a mismatch between frontend filters and backend categories/frontend filtering is based on unmapped categories - Tried remapping google places categories -> didn't work <p>Solution:</p> <ul style="list-style-type: none"> - Realized the retrieved google places for the current location were not related to any of the filters. - Changed one of the retrieved places to map from the raw API response category to one of the filter names and confirmed that it works. - For now, will have random google places categories map to the current applicable filters due to default location being set for recommendations retrieval and none matching the filters (ex. Mapping "museum" -> "spa") - This filtering is to be integrated with interactive maps and will be changed.
Everyone	2/26/25 12:00 PM	Feb 26, 2025	0.25	Midterm Feedback by Priya
Simone Lue	3/3/25 5:00 PM	Mar 03, 2025	1.5	<p>Combined the Interactive maps screen and the Recommendations screen</p> <ul style="list-style-type: none"> - Both components working as intended - Both filters working separately <p>Problem: Recommendations don't change with the travel style filter change for the maps</p> <p>Next Steps:</p> <ul style="list-style-type: none"> - Make sure the recommendations pull from the travel style selected - Have both filters working together
Simone Lue	3/3/25 8:40 PM	Mar 03, 2025	3	<p>Added OpenAI dependencies</p> <ul style="list-style-type: none"> - Added to the backend for security reasons - Since calling from the backend, added chatbot_routes, and updated main.py to include the new router <p>Problem: openai version and syntax incompatibility</p> <ul style="list-style-type: none"> - New syntax with the latest openai version <p>Solution:</p> <ul style="list-style-type: none"> - Fixed the syntax to match the latest version of openai - cURL response confirms api is working <p>Added Chatbot Screen and simple styling</p> <ul style="list-style-type: none"> - Able to send request to backend and generate AI response <p>Next steps:</p> <ul style="list-style-type: none"> - Style the Chatbot - Chat messaging needs to be shown in order - Loading visual to indicate the answer is being generated - Make refinements to provide tailored information

Russell Han Josef	3/4/25 1:00 PM	Mar 04, 2025	3	<p>Interactive Recommendations Screen</p> <p>Ensured the filter buttons update dynamically based on the selected travel style.</p> <p>Adjusted the zoom in, zoom out, and fullscreen buttons, positioning them correctly in the bottom-right corner of the map (35% of the screen).</p> <p>Refactored the category filter logic to dynamically pull unique categories based on available places.</p> <p>Places Router Updates</p> <p>Updated the API request to fetch places dynamically based on the selected travel style.</p> <p>Extracted unique categories from the API response to dynamically populate the category filter.</p> <p>Ensured error handling for cases where a travel style is missing or places cannot be retrieved.</p> <p>Next Steps</p> <p>Fix the extra white space issue in the scrollable category filter</p> <ul style="list-style-type: none"> 🔗 Investigate margin/padding issues in filterScrollContainer and listContainer <p>Implement API caching for places data</p> <ul style="list-style-type: none"> 🔗 Cache the API response to prevent unnecessary requests when the same location and travel style are selected again
Russell Han Josef	3/4/25 4:00 PM	Mar 04, 2025	2	<p>Updated user_routes.py</p> <p>Removed quiz_results dependency.</p> <p>Now stores travel_style_id directly in the users table.</p> <p>Defaults travel_style_id = 4 (Undefined) on signup.</p> <p>Allows updating travel_style_id after quiz completion.</p> <p>Created Stack Navigator (AppNavigator.js)</p> <p>Wrapped BottomNavigation inside a Stack.Navigator.</p> <p>Added QuizScreen as a separate screen for navigation.</p> <p>Ensures navigation.navigate('QuizScreen') works from HomeScreen.</p> <p>Updated App.js</p> <p>Now uses AppNavigator instead of BottomNavigation.</p> <p>Ensures proper screen navigation for non-tab screens.</p> <p>Updated HomeScreen.js</p> <p>Fetches travel_style_id from AsyncStorage & Firebase.</p> <p>Shows "Take Quiz" banner if travel_style_id = 4.</p> <p>Logs user activity in Firebase when viewing the home screen.</p> <p>Updated LoginScreen.js & SignupScreen.js</p> <p>Integrated Firebase Realtime Database.</p> <p>Stores user details in Firebase on signup.</p> <p>Retrieves and syncs user data on login.</p> <p>🔧 Next Steps:</p> <p>Update QuizScreen.js</p> <p>Ensure quiz tracking and progress-saving work correctly.</p> <p>Properly update travel_style_id in Firebase & Backend.</p>
Russell Han Josef	3/4/25 10:30 PM	Mar 04, 2025	2	<p>Update QuizScreen</p> <p>Added Firebase to track Quiz Progression</p>

Everyone	3/5/25 10:00 AM	Mar 05, 2025	1	<p>Updated Buttons for Zoom and Fullscreen</p> <p>Updated icon for list to load from Places API</p> <p>fixed the list spacing (scrollFilterContainer)</p>
Simone Lue	3/5/25 2:30 PM	Mar 05, 2025	5.5	<p>Focus: UI Components</p> <p>Fixing the Bottom Navigation Icons:</p> <ul style="list-style-type: none"> - Using Ion Icons - Previously tried to use depreciated version of IonIcons and had trouble displaying the icon properly - Installed latest version of react native vector icons and re-installed pods <p>Problem 1:</p> <ul style="list-style-type: none"> - Having the same issue displaying icons: square with '?' In the middle <p>Alternative Solution:</p> <ul style="list-style-type: none"> - Switching to FontAwesome6 for icons - Following readme for fontawesome6 to carefully install packages <p>Problem 2: runtime error, vector icons module not found</p> <ul style="list-style-type: none"> - Lots of errors with dependencies - Square icon with '?' - Tried to try with fontawesome5 - Nothing would work - Broke the node_modules package <p>Solution:</p> <ul style="list-style-type: none"> - Had to revert to original code <p>Redoing the TabBar</p> <ul style="list-style-type: none"> - Elevated look to the TabBar <p>Problem:</p> <ul style="list-style-type: none"> - Icons were getting cut off - Icons and label were shifted upwards and not centered <p>Solution:</p>

Simone Lue	3/5/25 11:30 PM	Mar 05, 2025	4.5	<p>Focus: UI Components</p> <p>Adding “More” menu</p> <ul style="list-style-type: none"> - Small popup animated window when “More” tab is clicked - Used Animation for the window - Unable to navigate yet <p>Blurring the background when the “more” menu is toggled on</p> <ul style="list-style-type: none"> - Using react-native-community/blur <p>Problem:</p> <ul style="list-style-type: none"> - After careful and correct installation of dependencies and pods, it showed that the component <BlurView> was not working <p>Solution:</p> <ul style="list-style-type: none"> - Manually add blur library to Xcode and rebuilt app <p>Adjusting the “More” menu</p> <ul style="list-style-type: none"> - Able to toggle blur off and close popup when tapping outside the menu popup - Moved Settings and Profile to the popup navigation - Added InteractiveRecommendations and Chatbot to Bottom Tab Bar <p>Problem 1: Tried to make the tab bar collapsable; screen background became empty</p> <p>Solution:</p> <ul style="list-style-type: none"> - Using props to pass the hideTabBar and showTabBar methods to every screen <p>Problem 2: Not every screen is scrollable</p> <p>Solution:</p> <ul style="list-style-type: none"> - Using timeout option instead - Bottom tab times out after 5 seconds of inactivity to hide the screen <p>Problem 3: InteractiveRecommendations flat list does not scroll behind the bottom tab bar</p> <p>Problem 4: Project build broke</p>
Simone Lue	3/6/25 4:00 AM	Mar 06, 2025	1	Retrieved lost progress: Toggling blur, adjusting popup menu, timeout option
Russell Han Josef	3/6/25 10:30 AM	Mar 06, 2025	2	<p>Fix device node modules issue. Unable to launch iOS device simulator.</p> <p>Checked the existing Bundler, Ruby, and CocoaPods versions.</p> <p>Verified the project's Gemfile.lock for required dependencies.</p> <p>Removed old Bundler 1.17.2 references from .bundle and vendor/bundle.</p> <p>Updated Bundler to the latest version using gem update bundler.</p> <p>Ran rbenv rehash to ensure the system recognized the new Bundler version.</p> <p>Installed missing gems bigdecimal and logger, which were removed from Ruby 3.4.2 defaults.</p> <p>Removed and reinstalled CocoaPods using gem uninstall cocoapods and gem install cocoapods -v 1.15.2.</p> <p>Updated the project dependencies using bundle install and bundle update --bundler.</p> <p>Verified the installed CocoaPods version with pod --version.</p> <p>Ran bundle exec pod install in the ios directory to set up iOS dependencies.</p> <p>Started Metro Bundler without issues using npx react-native start --reset-cache.</p> <p>Successfully ran the app using npx react-native run-ios.</p>

Russell Han Josef	3/6/25 12:30 PM	Mar 06, 2025	3.5	<p>◆ Backend Changes (FastAPI & PostgreSQL) Migrated user_id to UUID Format</p> <p>Replaced Integer user IDs with UUID for security, scalability, and consistency across PostgreSQL, Firebase, and AsyncStorage. Added Email Availability Check Before Signup</p> <p>Implemented /users/check_email/ API to prevent duplicate signups. Integrated email validation in SignupScreen.js. Created itinerary_models.py for Collaborative Planning</p> <p>Consolidated Itinerary, ItineraryDay, ItineraryMember, and Activity models. Ensured UUID support across all itinerary models. Added API Endpoint to Fetch Travel Style Details</p> <p>Created /travel_styles/{travel_style_id} API to return travel style name & description. Used in ProfileScreen.js to enhance UX.</p>
Russell Han Josef	3/6/25 12:30 PM	Mar 06, 2025		<p>◆ Frontend Changes (React Native) Ensured user_id is Always Stored as UUID String</p> <p>Updated SignupScreen.js, LoginScreen.js, and HomeScreen.js to store user_id as a UUID string in AsyncStorage. Implemented Travel Style Update Across All Data Sources</p> <p>SettingsScreen.js now updates travel_style_id in AsyncStorage, PostgreSQL, and Firebase for real-time sync. Fixed Dropdown Issue in SettingsScreen.js</p> <p>Replaced onChangeValue with onSelectItem to prevent alerts from triggering when expanding the dropdown. Updated HomeScreen.js to Use Firebase Instead of PostgreSQL</p> <p>Fetches travel_style_id from Firebase + AsyncStorage instead of making API calls, improving performance. Enhanced ProfileScreen.js to Display Travel Style Name & Description</p> <p>Uses travel_style_id from AsyncStorage to fetch travel style details from PostgreSQL. Shows meaningful travel style descriptions instead of just an ID.</p>
Russell Han Josef	3/6/25 4:45 PM	Mar 06, 2025	1.5	<p>Fix Homescreen and added some details. More descriptions to be added....</p>

Simone Lue	3/7/25 12:00 AM	Mar 07, 2025	1.5	<p>Focus: Chatbot</p> <p>Making the chatbot and user messages send in a normal texting format</p> <ul style="list-style-type: none"> - Most recent messages on the bottom instead of on top of older messages - Order of the messages are preserved inside setMessages() without overwriting previous updates - Latest messages always appearing at the bottom by using 'inverted' on flatlist <p>Next Steps:</p> <ul style="list-style-type: none"> - Style the Chatbot - Loading visual to indicate the answer is being generated - Make refinements to provide tailored information
Russell Han Josef	3/7/25 10:00 AM	Mar 07, 2025	1.5	<p>Itinerary</p> <p>Updated Router</p> <p>Added Itinerary List Screen.</p>
Russell Han Josef	3/7/25 11:30 PM	Mar 07, 2025	2	<p>Itinerary:</p> <p>Added Itinerary Details Screen.</p> <p>Added Swipeable feature to delete.</p>
Russell Han Josef	3/7/25 2:30 PM	Mar 07, 2025	1.5	<p>Itinerary:</p> <p>Added new feature to re order the day.</p> <p>Using npm install react-native-draggable-flatlist</p> <p>Due to this feature, I have to update the model, schema, and router.</p> <p>Add "Add Day" button at the bottom of Swipable Flat List</p>
Russell Han Josef	3/7/25 4:00 PM	Mar 07, 2025	1.5	<p>Itinerary:</p> <p>Added ItineraryDayScreen to show all the activities within a day.</p> <p>Added Function for time sorting.</p> <p>Using Model to add itinerary.</p> <p>Implement useFocusEffect after navigating back from ItineraryDay to ItineraryList to refresh the activities</p>
Simone Lue	3/7/25 11:30 PM	Mar 07, 2025	2.5	<p>Configuring the AI to provide tailored information</p> <ul style="list-style-type: none"> - Added content body to the role of the system (AI) - Ai is defined as a travel assistant with a default location in Vancouver BC - Chatbot screen retrieves user's travel style and tailors recommendations to the user's style <p>Problem: Had trouble sending the travel style to the backend</p> <p>Solution:</p> <ul style="list-style-type: none"> - Retrieved user travel style from from async storage and stored in state variable - Passed state variable to the backend <p>Next Steps:</p> <ul style="list-style-type: none"> - Style the Chatbot - Loading visual to indicate the answer is being generated - (If time permits) Tailor responses with weather information

Simone Lue	3/9/25 12:00 AM	Mar 09, 2025	2.5	<p>Added Chatbot and user avatar</p> <ul style="list-style-type: none"> - Indicate Chatbot/user message - Styled and positioned avatars in desired position - Adjusted styling for message responses <p>Styled the text input box</p> <ul style="list-style-type: none"> - Changed the styling to a more stylish look - Send icon instead of text button <p>Added a customer Header for the Chatbot</p> <p>Added animated “...” to indicate to users when chatbot is fetching a response</p> <ul style="list-style-type: none"> - useState isTyping to track when the bot is processing a response - Before sending in a request, insert “...” as a placeholder message from the bot - “Animate” the “...” by cycling through “.” “..” “...” every 500ms while isTyping is true - Remove “...” when the response arrives and replaces with the real message <p>Tried to retain bottom navigation on profile, settings, and chatbot screens</p> <p>Problem:</p> <ul style="list-style-type: none"> - Navigation is separate from Tab Navigator - Tried to use separate AppNavigator - Tried to use hidden Tab Screens - Could not resolve; will revisit <p>Next Steps:</p> <ul style="list-style-type: none"> - (If time permits) Tailor responses with weather information
Simone Lue	3/9/25 1:00 PM	Mar 09, 2025	1.5	<p>Problems:</p> <ul style="list-style-type: none"> - No consistency in navigating between screens (some using Tab Navigation, some using Stack Navigation) - Back swipe is not working on Tab Screens - Bottom Navigation Bar is not showing up on screens in the “More” menu <p>Solution:</p> <ul style="list-style-type: none"> - Discarded Tab Navigator method - Strictly using Navigation and routes as custom bottom navigation - Changed main stack and app navigator stacks <p>Results:</p> <ul style="list-style-type: none"> - Consistent navigation - Back swipe working on all screens - Bottom navigation shows up on all screens unless specified - Flat list in InteractiveRecommendations is scrolling due to these changes

Simone Lue	3/9/25 1:00 PM	Mar 09, 2025	1.5	<p>Focus: Navigation</p> <p>No active state on the Bottom Navigation</p> <ul style="list-style-type: none"> - Adding detection for active screen <p>Problem 1: Incorrect Active Screen Detection</p> <ul style="list-style-type: none"> - <code>activeRouteName.name === item.name</code>; was incorrect because <code>activeRouteName</code> was already a string, so <code>.name</code> was invalid. - This caused <code>isActive</code> to always be false, meaning no tab was ever marked as active. <p>Solution 1:</p> <ul style="list-style-type: none"> - Changed <code>const isActive = activeRouteName === item.name</code>; to directly compare the string values <p>Problem 2: Navigation Structure Issue</p> <ul style="list-style-type: none"> - By using <code>navigation.navigate("Main", { screen: item.name })</code>, the active screen was inside a nested stack. - <code>route.name</code> only gave the top-level screen, so it wasn't detecting the focused tab correctly. <p>Solution 2:</p> <ul style="list-style-type: none"> - Used <code>navigation.getState()</code> to extract the focused screen inside the "Main" stack <p>Results:</p> <ul style="list-style-type: none"> - Active state added - Activate state shows label and changes background colour
Simone Lue	3/9/25 6:30 PM	Mar 09, 2025	1	<p>Focus: Navigation</p> <p>Ensure HomeScreen is active on initial load</p> <ul style="list-style-type: none"> - Default <code>activeRouteName</code> to "Home" on first load - Ensure "Home" is highlighted on first load before navigation updates. - After navigation changes, <code>activeRouteName</code> updates normally. <p>Problem 1:</p> <ul style="list-style-type: none"> - The first <code>useEffect</code> runs before navigation state is fully loaded, so "Home" is not recognized as active. - Setting active state inside <code>useEffect([navigation, route])</code> does not immediately reflect the correct screen. <p>Solution:</p> <ul style="list-style-type: none"> - Use <code>useFocusEffect</code> to detect the correct active screen on initial load. <p>Problem 2:</p> <ul style="list-style-type: none"> - Home is recognized as active on initial load but navigating to other screens do not update the active state <p>Solution:</p> <ul style="list-style-type: none"> - use <code>setTimeout()</code> to delay updating active state until navigation completes because navigation and state updates are happening out of sync

Simone Lue	3/10/25 12:00 AM	Mar 10, 2025	2	<p>The filterScrollContainer disappeared once the bottom nav got added back to the screen</p> <p>Problem:</p> <ul style="list-style-type: none"> - Through debugging, found that the Flatlist in InteractiveRecommendations got pushed up and covered the filters <p>Solution:</p> <ul style="list-style-type: none"> - Reduced Flatlist sizing - reduced minimum height of the scroll container so that it stops scrolling vertically <p>Changed the splash screen title to WayPoint</p> <p>Tried adding splash image logo</p> <ul style="list-style-type: none"> - Adding and editing in xcode Storyboards <p>Problem:</p> <ul style="list-style-type: none"> - Image will not load - Image was in the wrong place <p>Solution:</p> <ul style="list-style-type: none"> - Moved image to images.xcassets INSIDE xcode.workspace
Simone Lue	3/10/25 7:00 PM	Mar 10, 2025	0.5	<p>Limiting Chatbot response</p> <ul style="list-style-type: none"> - OpenAI generates too many recommendations and suggestions: took too much time to process and text is too long - Limiting chatbot recommendations to 3 suggestions - Added additional prompt to the full system prompt that is sent to openai <p>Added an initial load in message from chatbot</p> <ul style="list-style-type: none"> - Use setTimeout() inside useEffect() - Introduction message displays after 1 second
Russell Han Josef	3/10/25 4:00 PM	Mar 10, 2025	1	
Russell Han Josef	3/10/25 4:00 PM	Mar 10, 2025	0.6	<p>Simone shared about the Navigation progress (done) and Chatbot.</p> <p>Russell shared about 50% progression of the Itinerary.</p>
Russell Han Josef	3/10/25 10:00 PM	Mar 10, 2025	1	Done

Simone Lue	3/10/25 8:30 PM	Mar 10, 2025	3.5	<p>Researching</p> <ul style="list-style-type: none"> - OpenWeatherMap API calls: Need geographical coordinates (lat, lon) - Direct Geocoding API to get geographical coordinates (lat, lon)- Requires city name, state code, and country code for accurate results of coordinates - react-native-geolocation-service library - Need to request phone's geolocation feature <p>Location Permissions</p> <ul style="list-style-type: none"> - Creating a screen to allow user to enable location services - Created styling for the LocationPermissions screen - Modify Podfile to set up script for permissions - Add permissions to Podfile <p>Problem:</p> <ul style="list-style-type: none"> - Podfile was not recognizing RNPermissions/LocationWhenInUse - Throw an error when trying to access permissions <p>Solution:</p> <ul style="list-style-type: none"> - Modified podfiles and removed RNPermissions/LocationWhenInUse and RNPermissions/LocationAlways to only use RNPermissions - The core RNPermissions pod dynamically manages location permissions <p>Next Steps:</p> <ul style="list-style-type: none"> - Use retrieved latitude and longitude coordinates to call OpenWeatherMap API
Simone Lue	3/12/25 10:30 AM	Mar 12, 2025	1	<p>Using geographical coordinates retrieved to access OpenWeatherMap API</p> <ul style="list-style-type: none"> - Changed simulator's location to New West. - Want: <ul style="list-style-type: none"> - weather.icon - weather.main - main.temp : Unit Default: Kelvin, Metric: Celsius, Imperial: Fahrenheit - Verified API call works - Created weather_routes.py and linked to main.py <p>Next Steps:</p> <ul style="list-style-type: none"> - Complete weather router - Fetch coordinates for every session and pass to router - Retrieve openweathermap api data - Show details on screen to confirm

Simone Lue	3/13/25 12:00 AM	Mar 13, 2025	1	<p>OpenWeatherMap API</p> <ul style="list-style-type: none"> - Completed weather_routes to retrieve temperature, icon, and weather condition - Set up method in the frontend to pass location coordinates to the backend - Showing the retrieved information on LocationPermissionsScreen (temporarily) to confirm working API call and to confirm the passing for information from frontend to backend <p>Restructuring LocationPermissions screen</p> <ul style="list-style-type: none"> - Passing location permissions to homescreen - if location permissions are granted, fetch location to pass to homescreen
Simone Lue	3/13/25 1:00 AM	Mar 13, 2025	1.25	<p>Restructuring HomeScreen</p> <ul style="list-style-type: none"> - Accept getLocation() as a prop to fetch location - Displaying weather information on homescreen instead of in LocationPermissions <p>Problem 1:</p> <ul style="list-style-type: none"> - Rendering LocationPermissions screen behind the Homescreen - Both screens rendering simultaneously <p>Solution:</p> <ul style="list-style-type: none"> - Instead of rendering as a child inside HomeScreen's main view, use conditional full-screen rendering <p>Problem 2: Weather information not displaying</p> <ul style="list-style-type: none"> - axios and API_BASE_URL imports missing from HomeScreen <p>Solution:</p> <ul style="list-style-type: none"> - Added necessary imports <p>Problem 3: LocationPermissions screen loads up on subsequent app launches even when permissions have been granted</p> <ul style="list-style-type: none"> - permissions start off as false and only sets to true when user presses "Allow" on the LocationPermissions screen. - The component doesn't know permissions were granted in a previous session until button has been pressed <p>Solution:</p> <ul style="list-style-type: none"> - Added useEffect to check permission status of the device on component mount <p>Next Steps:</p> <ul style="list-style-type: none"> - LocationPermissions screen won't go away if permissions not granted

Russell Han Josef	3/13/25 2:30 PM	Mar 13, 2025	3	<p>Backend:</p> <p>Fixed POST /itineraries/ by ensuring created_by matches an existing user ID.</p> <p>Implemented GET /itineraries/{itinerary_id} to return full itinerary details.</p> <p>Added POST /itineraries/{itinerary_id}/days/ to allow adding days to an itinerary.</p> <p>Added POST /itineraries/{itinerary_id}/days/{day_id}/activities/ to support adding activities to a day.</p> <p>Implemented DELETE /itineraries/{itinerary_id} to allow itinerary deletion.</p> <p>Implemented DELETE /itineraries/{itinerary_id}/days/{day_id} to allow itinerary day deletion.</p> <p>Implemented PUT /itineraries/{itinerary_id} to allow editing itinerary details.</p> <p>Frontend:</p> <p>Implemented Itinerary List Screen to fetch itineraries from PostgreSQL and display them.</p> <p>Improved Itinerary List Item UI for better readability.</p> <p>Implemented Itinerary Form Screen to allow creating and editing itineraries.</p> <p>Integrated react-native-calendars for selecting start and end dates in the itinerary form.</p> <p>Ensured that upon itinerary creation, the user is navigated to ItineraryDetailScreen with the new itinerary ID.</p> <p>Implemented Itinerary Detail Screen to display itinerary details and handle deletion.</p> <p>Added Itinerary Day Screen to list all activities for a given itinerary day.</p> <p>Implemented react-native-date-picker for activity time selection.</p> <p>Converted activity list in ItineraryDayScreen to be swipeable, with a placeholder delete action.</p> <p>Fixed swipeable delete button height issue to ensure alignment with activity cards.</p> <p>Improved UI consistency across itinerary-related screens.</p> <p>Next steps:</p> <p>Implement actual deletion for activities in ItineraryDayScreen.</p> <p>Allow users to edit itinerary days and activities instead of just deleting them.</p> <p>Integrate Firebase Realtime Database for tracking changes in itineraries.</p>
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Simone Lue	3/13/25 7:30 PM	Mar 13, 2025	2.5	<p>Adjusting the weather display in home screen</p> <ul style="list-style-type: none"> - Rounding temperature to display no decimals - Adjusted the layout of the weather box <p>Adjusting the MoreMenu</p> <ul style="list-style-type: none"> - Converted MoreMenu from a separate screen into a Modal Overlay - Modal overlay is toggled when the more button is pressed which displays over the current view <p>Styling Modal menu</p> <ul style="list-style-type: none"> - Fixing up the UI - Implementing BlurView to blur background when modal is toggled <p>Problem:</p> <ul style="list-style-type: none"> - BlurView is pushing my modal menu out of position <p>Solution:</p> <ul style="list-style-type: none"> - Tried to put modal menu inside BlurView -> did not work; blurred everything - Use absolute positioning to place modal menu on top of blurview <p>Next Steps:</p> <ul style="list-style-type: none"> - LocationPermissions screen won't go away if permissions not granted - Handle denied permissions - Format chatbot responses - start Events screen
Russell Han Josef	3/13/25 10:00 PM	Mar 13, 2025	2	<p>Added an Invite Collaborators button in the Itinerary Detail Screen</p> <p>Placed the button in the bottom fixed button container</p> <p>Designed the InviteCollaboratorsScreen with inline styling</p> <p>Created a search bar for filtering users</p> <p>Displayed a list of users with an Invite button</p> <p>Added a pending invites section to track invited users</p> <p>Used dummy data for now, preparing for Firebase integration</p> <p>Fixed Text strings must be inside a Text component warning</p> <p>Wrapped the trash icon inside a Text component</p> <p>Checked and ensured all text elements are properly inside Text components</p>
Russell Han Josef	3/14/25 10:30 PM	Mar 14, 2025	1.5	<p>Updated InviteCollaboratorsScreen.js to store invitations under /invitations/invitee/{userId}.</p> <p>Tracked pending invites under /live_itineraries/{itineraryId}/pendingInvites/.</p> <p>Ensured invited users are displayed in InviteCollaboratorsScreen.js.</p> <p>Updated ItineraryListScreen.js to show pending invitations before shared itineraries.</p> <p>Fetches invitations from /invitations/invitee/{userId}.</p> <p>Added "Accept" and "Decline" buttons with placeholder alerts.</p>

Simone Lue	3/14/25 11:00 PM	Mar 14, 2025	0.5	<p>Research EventBrite API</p> <p>Problem: Event search API is no longer available</p> <ul style="list-style-type: none"> - Unable to search general events without specific event ID <p>Alternative Solution:</p> <ul style="list-style-type: none"> - Research for different events API - Found PredictHQ which allowed searching of local events - Set up token and tested api call on PredictHQ's website <p>Next Steps:</p> <ul style="list-style-type: none"> - Set up Events component (Screens, styles, routes)
Russell Han Josef	3/15/25 10:00 AM	Mar 15, 2025	3	<p>Fixed fetchItineraryDetails to update days properly</p> <p>Ensured the invite button only shows if the user is the itinerary owner</p> <p>Updated fetchSharedItineraries to fetch owner details from FastAPI</p> <p>Modified renderItineraryItem to display owner name and email</p> <p>Prevented users from inviting themselves in InviteCollaboratorsScreen</p> <p>Ensured adding a new day updates the UI correctly</p>
Simone Lue	3/15/25 1:00 PM	Mar 15, 2025	3.5	<p>Chatbot Text Input not clearing</p> <ul style="list-style-type: none"> - Added useRef to manually clear text input after sending message <p>Set up Events Screen</p> <ul style="list-style-type: none"> - Set up placeholders for how the events screen should look - Added temporary styling <p>Set up Events router</p> <ul style="list-style-type: none"> - Set events router and connected to main.py - Set GET method for the API - Set params for the API call <p>Set up methods in Events Screen</p> <ul style="list-style-type: none"> - Using Geolocation to retrieve device's coordinates - Passing coordinates to the router to use the PredictHQ API - Fetching response data <p>Problem: API 401 Unauthorized error</p> <ul style="list-style-type: none"> - Token refuses to work - Also discovered PredictHQ is a paid subscription after a free trial -> will not be able to use <p>Decision to remove Events MVP following failure to search for a Events search API</p>

Russell Han Josef	3/15/25 5:00 PM	Mar 15, 2025	1.5	<p>Improved UI/UX for Day:</p> <ul style="list-style-type: none"> Implemented PUT endpoint for editing itinerary days Added left swipe action to reveal the Edit button on day cards Updated the modal to pre-fill day details for editing Improved date display format to "Sat, Mar 15" using locale options Handled timezone issues by parsing date strings into local Date objects <p>Fixed button rendering logic to show "Remove" for collaborators and "Delete" for the owner</p> <ul style="list-style-type: none"> Ensured isCollaborator updates correctly before rendering buttons Updated fetchItineraryDetails to properly check if the user is a collaborator Confirmed navigation back to ItineraryListScreen after removal Verified Firebase updates when a user removes themselves from an itinerary
Russell Han Josef	3/15/25 5:30 PM	Mar 15, 2025	1	<p>ItineraryDayScreen:</p> <ul style="list-style-type: none"> Fix the delete activity height to match the card. <p>ItineraryListScreen:</p> <ul style="list-style-type: none"> Show Last Updated for better UX. <p>Itinerary Models, Routes, Schema:</p> <ul style="list-style-type: none"> Add last_updated_by column to the itineraries table
Russell Han Josef	3/15/25 9:00 PM	Mar 15, 2025	2	<p>Fix Activity Update API - Convert UUIDs to Strings in Response</p> <ul style="list-style-type: none"> Encountered an issue where updating an activity was failing Checked the frontend code for issues in the request payload Verified that the correct X-User-Id header was being sent Ensured the itineraryId, dayId, and activityId were correctly passed Reviewed the FastAPI update activity route for possible issues Debugged the request and response to find inconsistencies Identified that UUID fields in the response were causing validation errors Prepared to modify the FastAPI response to return UUIDs as strings
Russell Han Josef	3/16/25 2:50 PM	Mar 16, 2025	3	<p>InviteCollaboratorsScreen:</p> <ul style="list-style-type: none"> Added function for remove collaborators as the owner. <p>Added a dedicated edit icon on the day card to decouple editing from the swipe gesture</p> <ul style="list-style-type: none"> Integrated a collaborators list in the Overview tab using a Firebase listener Improved the Overview UI with a styled card and clear section for collaborators Ensured add day, edit day, delete day, and drag-and-drop reorder functionalities remain intact Refactored and organized code for clarity and maintainability

Russell Han Josef	3/16/25 2:50 PM	Mar 16, 2025	3	<p>Firebase initialization is performed both natively and in JavaScript</p> <p>Source of API configuration is embedded in native files (google-services.json, GoogleService-Info.plist)</p> <p>Native initialization in AppDelegate.swift remains necessary for iOS support</p> <p>Implementation of Firebase Storage for images has been challenging and remains unresolved</p>
Russell Han Josef	3/16/25 10:30 PM	Mar 16, 2025	2	<p>Re-try Firebase again - Part 1</p> <p>Firebase Storage module initialization not clear within the React Native context</p> <p>Difficulty integrating native Firebase configurations with JavaScript code</p> <p>Uncertainty in setting up correct file paths and handling file uploads</p> <p>Potential permission issues when accessing device storage for images</p>
Russell Han Josef	3/17/25 12:00 PM	Mar 17, 2025	5	<p>Re-try Firebase again - Part 2</p> <p>Problem: Build errors due to warnings treated as errors and non-modular includes in Firebase modules</p> <p>Adjusted the Podfile's post_install hook to remove -Werror and disable pedantic warnings</p> <p>Allowed non-modular includes for RNFB targets by setting CLANG_ALLOW_NON_MODULAR_INCLUDES_IN_FRAMEWORK_MODULES</p> <p>Removed a stray reference ("x") causing a syntax error in the Podfile</p> <p>Cleaned Derived Data, deintegrated, updated and reinstalled CocoaPods</p> <p>Converted Objective-C import syntax to Swift import (import Firebase) for Swift usage</p> <p>Conclusion: 10 Hours spent for Firebase Storage service and still not working. Going for another alternative: AWS S3</p>
Simone Lue	3/17/25 9:15 PM	Mar 17, 2025	0.25	<p>Format chatbot responses:</p> <ul style="list-style-type: none"> - Added Markdown text formatting for chatbot - Styled user message text to allow more contrast for visibility
Russell Han Josef	3/17/25 9:00 PM	Mar 17, 2025	4	<p>Attempting AWS S3 for image storage.</p> <p>Successful implementation for AWS S3.</p> <p>Image upload feature with react-native-image-picker is not working due to iOS limitation.</p> <p>Alternative: react-native-image-crop-picker</p> <p>Updated the S3 upload endpoint to generate a presigned URL and update the itinerary record's extra_data with the new image URL</p> <p>Modified the extra_data field in the Itinerary model to use MutableDict so in-place JSON updates are detected</p> <p>Adjusted the React Native ItineraryDetailScreen to fetch the image URL from extra_data and display it using an ImageBackground</p> <p>Troubleshoot duplicate image rendering by removing an extra Image component</p> <p>Provided an alternative endpoint approach to stream the image from S3 if needed</p>

Russell Han Josef	3/19/25 9:30 AM	Mar 19, 2025	2.5	<p>Fixed alignment issues for the "Add" button in PlacesModal.js</p> <p>Added spacing between text input and "Add" button in PlacesModal.js</p> <p>Made notes section scrollable while keeping the title fixed</p> <p>Allowed notes panel to expand dynamically but stop at a max height</p> <p>Integrated Firebase Realtime Database for storing itinerary notes</p> <p>Replaced AsyncStorage with Firebase for notes persistence</p> <p>Synced notes preview in ItineraryDetailScreen.js with Firebase updates</p> <p>Adjusted modal layout in NotesModal.js to provide more writing space</p> <p>Ensured "Tap to add notes" appears when notes are empty</p> <p>Fixed "Places to Visit" container height to be flexible</p> <p>Ensured "Places to Visit" list appears below the title</p> <p>Allowed places panel to grow dynamically instead of having a fixed height</p> <p>Adjusted Firebase integration for NotesModal.js by correctly passing itineraryId</p> <p>Fixed inconsistencies between notesPanel and placesPanel heights</p> <p>Ensured preview text in notes appears below the title</p> <p>Wrapped notes preview in a ScrollView to enable proper scrolling</p> <p>Adjusted modal size in NotesModal.js to allow more space for text input</p> <p>Ensured notes persist and update in real-time across devices</p> <p>Implemented better text wrapping and positioning for notes preview</p> <p>Updated useEffect hooks in both NotesModal.js and ItineraryDetailScreen.js for better state handling</p>
Russell Han Josef	3/19/25 12:00 PM	Mar 19, 2025	0.1	<p>Fixed "Remove" button not showing for collaborators</p> <p>Properly set isCollaborator when fetching collaborators</p> <p>Ensured collaborators list updates correctly in Firebase</p>
Russell Han Josef	3/19/25 2:00 PM	Mar 19, 2025	0.5	<p>Replaced AsyncStorage with Firebase for storing the places list</p> <p>Ensured places sync in real-time across devices</p> <p>Fixed itineraryId not being passed to PlacesModal</p> <p>Updated ItineraryDetailScreen to fetch places from Firebase</p> <p>Ensured PlacesModal saves and retrieves places from Firebase</p> <p>Removed all AsyncStorage references for places list</p>
Russell Han Josef	3/19/25 2:30 PM	Mar 19, 2025	1.25	<p>Identified estimated_cost missing in API response</p> <p>Fixed ActivitySchema to include estimated_cost</p> <p>Ensured estimated_cost is explicitly cast as float in get_itinerary</p> <p>Verified API response using Swagger UI</p> <p>Updated fetchItineraryDetails to sum total estimated cost of all days</p> <p>Preserved sortActivitiesByTime while calculating total cost</p> <p>Updated UI to display the dynamic total estimated cost in ItineraryDetailScreen</p>
Russell Han Josef	3/19/25 3:45 PM	Mar 19, 2025	0.75	<p>Added a horizontal scroll view for the collaborators list</p> <p>Updated the collaborators section to allow left to right scrolling</p> <p>Ensured the scroll view does not show horizontal scroll indicators</p> <p>Modified styles to align items in a row and add spacing</p> <p>Tested the UI to verify smooth horizontal scrolling</p>

Russell Han Josef	3/19/25 4:30 PM	Mar 19, 2025	0.5	added a modal for entering and managing other costs allowed selection of cost type and subtype from a predefined list enabled users to input item name and amount displayed total other costs in the other costs panel listed saved other costs inside the modal added functionality to remove saved costs
Russell Han Josef	3/19/25 8:30 PM	Mar 19, 2025	0.5	Updated CFBundleDisplayName in Info.plist Renamed project in Xcode under Identity and Type Updated Bundle Identifier in Xcode (if needed) Cleared cache and rebuilt the project Replaced app icons in Images.xcassets/AppIcon.appiconset/ Ensured new icons appear in Xcode Cleaned and rebuilt the project
Russell Han Josef	3/19/25 9:00 PM	Mar 19, 2025	0.25	Identified duplicate weather API calls in HomeScreen.js Found API calls triggered in both handleLocationGranted and useEffect Removed one API call to prevent redundant requests Ensured weather data is fetched only once when location updates
Russell Han Josef	3/19/25 9:15 PM	Mar 19, 2025	0.25	Added a centered "No Itineraries" message when the list is empty Updated Personal Itineraries and Shared Itineraries to display the empty state Replaced the Add Itinerary button with a FontAwesome "+" icon Styled the floating "+" button to be minimalist and positioned at the bottom-right
Russell Han Josef	3/19/25 9:30 PM	Mar 19, 2025	1.75	Feature Update: UI Enhancements & Date Picker Fixes Implemented Google Places Autocomplete with a modal for destination selection Ensured modal expands fully and remains visible when clicked Added a clear ("X") button to easily remove the destination input Adjusted destination input size to match other fields (90% input, 10% clear button) Standardized font size (18px) and left padding across all input fields Fixed date picker behavior to ensure the first click highlights the start date in blue Ensured date range selection properly marks start, end, and in-between dates Updated calendar logic to automatically close after selecting an end date Improved UI consistency for input spacing, margin, and alignment
Simone Lue	3/19/25 6:30 PM	Mar 19, 2025	1	Planning and identified the structure for badges MVP: - Need to set up Firebase - Retrieve user id from the session - Category of places (Park, bar, museum etc.) - Check in completion ID (UUID) - **DONE** - Coordinates of the location check in - Place_id of the location check in - Time the check in was at - Firebase Realtime Database set up with intended structure

Simone Lue	3/19/25 11:30 PM	Mar 19, 2025	2.5	<p>Check In Screen</p> <ul style="list-style-type: none"> - Uses geolocation to get current coordinates - Send GET request to google places search API with a small radius for precise verification - Return list of the GET request is filtered for categories with "park", "bar" or "museum" - Once check in verification is successful, a UUID is generated + time stamp recorded + user UUID is retrieved from AsyncStorage and sent to Firebase - (Placeholder) Alert to notify check in successful or error matching location - Verified using Stanley park coordinates <p>Problem 1: Using Stanley Park coordinates retrieved Shakespeare Garden INSIDE Stanley Park</p> <p>Next Steps 1/Solution 1:</p> <ul style="list-style-type: none"> - Display a list for users to check nearby places and select the correct one <p>Problem 2: Multiple check ins at the same location should not be allowed</p> <p>Next Steps 2/Solution 2:</p> <ul style="list-style-type: none"> - Same location name/coordinates will not be allowed a second check in
Russell Han Josef	3/20/25 10:15 PM	Mar 20, 2025	0.5	<p>Created reusable FeatureCarousel component</p> <p>Added horizontal FlatList with paging and snapping</p> <p>Used image backgrounds for each feature card</p> <p>Applied resizeMode="cover" to handle varying image sizes</p> <p>Made layout responsive to SafeAreaView using useWindowDimensions()</p> <p>Added dark overlay for text readability</p> <p>Implemented pagination dots under the carousel</p> <p>Made dots tappable to scroll to specific cards</p>
Russell Han Josef	3/20/25 10:45 PM	Mar 20, 2025	0.5	<p>Added a feature carousel with image backgrounds and pagination</p> <p>Implemented a tappable pagination dot system for smooth navigation</p> <p>Created a "Start Your Journey" banner with animated button effects</p> <p>Conditionally displayed the banner based on quiz completion state</p> <p>Always displayed the logo in the top left corner</p> <p>Adjusted SafeAreaView and header styles to reduce extra space</p> <p>Fine-tuned padding and height for better logo positioning</p>
Russell Han Josef	3/20/25 11:15 PM	Mar 20, 2025	0.75	<p>Replaced separate letter buttons with full-width answer buttons</p> <p>Ensured the entire button is tappable for better UX</p> <p>Added bounce animation when selecting an answer</p> <p>Displayed checkmark on the right side of the selected answer</p> <p>Used useRef for animatedScales to maintain hook order</p> <p>Moved useAnimatedStyle outside JSX to prevent render errors</p> <p>Fixed "Rendered Fewer Hooks Than Expected" issue</p>

Simone Lue	3/20/25 11:00 PM	Mar 20, 2025	1.5	<p>Displaying a list for users to select a check in location</p> <ul style="list-style-type: none"> - Fetch location using geolocation on mount and queries google search API to fetch nearby places - Display retrieved places in flatlist - Selecting a place confirms the check in <p>Problem 1: Flatlist showing incorrect name</p> <ul style="list-style-type: none"> - Flatlist showing the "name" property to be location name (ex. Central Vancouver) instead of the name of the place (ex. Shakespeare Garden) <p>Solution 1: The Flatlist's radius retrieval is too small</p> <ul style="list-style-type: none"> - Increase radius to 300 <p>Problem 2: Flatlist showing repetitive items with different categories</p> <ul style="list-style-type: none"> - Shakespeare Garden appears 4 times with categories: park, beach, botanical_garden, hotel <p>Solution 2: Filter data by place_id</p> <ul style="list-style-type: none"> - One location has one place_id - Filter duplicates in response data so only one instance of each place_id appears <p>Problem 3: Flatlist displaying diverse categories</p> <p>Solution 3: Further filtering</p> <ul style="list-style-type: none"> - Defined a list of allowed categories (park, museum, bar- the current categories for achievements) - Filter out any places that do not match these categories
Simone Lue	3/21/25 12:30 AM	Mar 21, 2025	0.75	<p>Prevent multiple check ins at the same location</p> <ul style="list-style-type: none"> - Fetch previously checked-in place_ids for the current user and store in a state variable - If the place has been checked in before, touchable is disabled with a "Checked In" label <p>Problem: Duplicate check ins were still allowed</p> <ul style="list-style-type: none"> - Realized place_id was not being properly sent to be stored in firebase <p>Solution: Added place_id in firebase properly</p> <ul style="list-style-type: none"> - confirmed place_id was being added - Previously checked in locations are now disabled
Simone Lue	3/21/25 1:15 AM	Mar 21, 2025	0.25	<p>Separated styling sheet</p> <p>Next Steps:</p> <ul style="list-style-type: none"> - Fixing the UI of Check In screen
Russell Han Josef	3/21/25 1:45 PM	Mar 21, 2025	0.25	<p>Wrapped entire content inside ScrollView to allow vertical scrolling</p> <p>Moved the header outside ScrollView to keep it fixed at the top</p> <p>Applied position absolute to header to ensure it stays visible</p> <p>Added marginTop to ScrollView to prevent overlap with the fixed header</p> <p>Used zIndex and elevation to keep header above other content</p> <p>Added shadow for better visual separation</p>
Russell Han Josef	3/21/25 8:30 PM	Mar 21, 2025	0.5	<p>Added isLoadingResult state to control when loading shows</p> <p>Updated determineTravelStyle to show loading before result</p> <p>Used Progress.CircleSnail as the animated loading spinner</p> <p>Added a delay using setTimeout before showing the result screen</p> <p>Created loadingContainer and loadingText styles for clean layout</p> <p>Installed react-native-svg to fix CircleSnail "Unimplemented" error</p>

Russell Han Josef	3/21/25 8:30 PM	Mar 21, 2025	0.25	<p>Added Confetti Animation When Result Appears</p> <p>Added Fade-In Animation for the Result Card Using Reanimated</p> <p>Updated Result Card Layout for Better Visual Hierarchy</p> <p>Increased Emoji Size and Spacing</p> <p>Separated Result Text into Multiple Lines for Clarity</p> <p>Updated Result Card Background Color to Brand Navy #1E3A8A</p> <p>Adjusted Text Colors for Contrast on Dark Background</p> <p>Improved Card Elevation and Shadow for Depth</p>
Russell Han Josef	3/21/25 8:45 PM	Mar 21, 2025	0.5	<p>Replaced animatedScales with a 2D animatedScalesRef using useRef</p> <p>Created animatedStylesRef outside render loop for safe hook usage</p> <p>Removed all useSharedValue and useAnimatedStyle from inside loops and conditionals</p> <p>Ensured only the selected answer animates when tapped</p> <p>Fixed runtime errors caused by missing or misplaced hook declarations</p> <p>Validated that quiz screen runs cleanly without crashing</p>
Russell Han Josef	3/21/25 9:15 PM	Mar 21, 2025	0.25	<p>Replaced bottom navigation emoji icons with FontAwesome icons</p> <p>Updated CustomBottomNavigation to render FontAwesome icons with dynamic color</p> <p>Adjusted navIcon style for better alignment with FontAwesome</p> <p>Replaced More menu emoji items with FontAwesome icons</p> <p>Used sign-in-alt icon for Check In to avoid duplicating map icon</p> <p>Ensured layout and spacing remain consistent in both menus</p>
Simone Lue	3/21/25 7:00 PM	Mar 21, 2025	3	<p>Styling Check In screen</p> <ul style="list-style-type: none"> - Rendered a MapView to show 2 types of markers - 1 Marker for the user's current location - Another set of markers to show nearby locations that match the allowed place categories - Details card on the bottom to show the name of the place and the category (defaulted to nearest fetched place) - Tapping on a place marker sets the details card to show that selected place <p>Problem 1: Marker not showing for nearby places</p> <ul style="list-style-type: none"> - Asynchronous timing between the user location marker and the fetch locations marker - Tried normalizing data -> did not work - Tried useRef -> did not work - Tried setting initialRegion -> did not work <p>Solution 1:</p> <ul style="list-style-type: none"> - Render map only after user location and places markers are available - Allows for everything to be loaded in at once
Russell Han Josef	3/21/25 9:30 PM	Mar 21, 2025	1.25	<p>Created a modal component to display AI-generated packing tips</p> <p>Used OpenAI endpoint to generate suggestions based on weather and city</p> <p>Added tap interaction to the left side of the weather widget</p> <p>Handled modal visibility and loading states properly</p> <p>Fixed missing weather location name with fallback city logic</p> <p>Made sure the modal opens only when data is valid</p> <p>Confirmed that clicking the widget now triggers a smart packing tip</p>

Simone Lue	3/21/25 10:00 PM	Mar 21, 2025	1.25	<p>Default place (closest place) does not have a marker</p> <ul style="list-style-type: none"> - Tried to introduce a defaultPlace state to store nearest place and set as initial selectedPlace -> did not work - Tried using unique marker keys and fallbacks -> did not work <p>Solution: Removed user location marker and discovered the default place was hiding behind it</p> <ul style="list-style-type: none"> - Removed user marker as its not important - Added Circle from react-native-maps to show circle centered on user's coordinates <p>Cleanup</p> <ul style="list-style-type: none"> - Added refresh button to update current user location and nearby places - Extracted logic from useEffect into its own function so it can be called on mount and via manual refresh button
Simone Lue	3/21/25 11:30 PM	Mar 21, 2025	2	<p>Starting the Achievements system</p> <ul style="list-style-type: none"> - Retrieve checkins by the user from Firebase - Count check ins for each category node - Badges set up with milestones (5/10/20 check ins) <p>Troubles encountered:</p> <ul style="list-style-type: none"> - incorrect queries to Firebase <p>Next steps/problems:</p> <ul style="list-style-type: none"> - Categories with no previous check ins are not displayed - Adding badges (images/icons) - Styling
Simone Lue	3/21/25 1:30 PM	Mar 21, 2025	1.75	<p>Categories with no previous check ins are not displayed</p> <ul style="list-style-type: none"> - Instead of iterating over categories that currently exist in the database, iterate over all categories to make it all show - Do <code>data[category] {}</code>, which means if <code>data[category]</code> is missing in firebase, we use an empty object instead <p>Separate style sheet</p> <ul style="list-style-type: none"> - Removed in line styles - Moved all styles into a separate sheet <p>Generate badges</p> <ul style="list-style-type: none"> - Generate badges for the achievement system that suit the style of the app - Use gemini AI to generate badges <p>Problem: Difficult to generate image exactly how we want it</p> <ul style="list-style-type: none"> - Have to generate a lot of times to get it close to desired image

Simone Lue	3/21/25 10:30 PM	Mar 21, 2025	1.5	<p>Adding badges</p> <ul style="list-style-type: none"> - uploaded badge images to the app - return correct badge for each category according to the number of check ins <p>Problem: no badge displayed when the user has not completed the minimum for achievement</p> <p>Solution: need to display something</p> <ul style="list-style-type: none"> - Showing bronze badge with lower opacity <p>Add progress bar</p> <ul style="list-style-type: none"> - To show progress to next achievement - Using progress bar - Used getProgress function to calculate a fraction to the next threshold - Displayed under trophy badge <p>Problem: There is an empty gap at the start of the progress bar</p> <ul style="list-style-type: none"> - Fixing 0 margin -> did not work <p>Solution:</p> <ul style="list-style-type: none"> - added width={null} to inline styles to let it fill the container
Simone Lue	3/22/25 12:00 AM	Mar 22, 2025	0.75	<p>Generating more trophies</p> <ul style="list-style-type: none"> - More trophies for categories bar and museum - Added all generated trophies for each achievement level and category to the project assets <p>Displaying new badges</p> <ul style="list-style-type: none"> - Defined a new trophy mapping object based on achievement category and badge level - Calls getBadgeImage to display the correct trophy image for that category

Simone Lue	3/22/25 12:45 AM	Mar 22, 2025	2.25	<p>Styling Achievements</p> <ul style="list-style-type: none"> - Styled in grid layout - Allow flexibility for future category addons -> any addition will wrap automatically - Removed card layout -> replaced with grid cell layout - Some badge images have a checkered background -> removed <p>Adding a modal</p> <ul style="list-style-type: none"> - Add a modal to display the category, current progress, and description of the selected badge item - Also displays available tiers of the badges - When user taps a badge, the selectedAchievement state is updated and modalVisible is set to true - Clicking "X" closes modal and sets modalVisible to false + clears selectedAchievement state <p>Problem 1: Progress bar not showing in modal</p> <p>Solution 1: removed null width from the progress bar</p> <p>Problem 2: Progress is set centered in the bar, leaving unfilled progress at the start and end of the bar</p> <ul style="list-style-type: none"> - React native expects a numeric value for the width of the bar <p>Solution 2:</p> <ul style="list-style-type: none"> - Imported Dimensions from react-native library to get screen width - Set progress bar width to a % of the screen instead of having a set width (i.e. 200) to ensure consistency across screen sizes <p>Problem 3: Progress bar margin is not setting; touching edges of the modal</p> <p>Solution 3:</p> <ul style="list-style-type: none"> - Wrapped progress bar in a View - Adjusted width based on screen size - aligned it in the center <p>Next Steps:</p> <ul style="list-style-type: none"> - Confirm all achievements display correctly for each tier - Adjust styling
Russell Han Josef	3/23/25 7:00 PM	Mar 23, 2025	3	<p>Add AWS S3 bucket and created users/{userId}/profile.jpg folder structure</p> <p>Create presigned URL FastAPI route for profile photo upload</p> <p>Upload image from React Native using Image Crop Picker and XMLHttpRequest to S3</p> <p>Save uploaded photo URL to Firebase Realtime Database</p> <p>Add image display logic in ProfileScreen with fallback to AsyncStorage</p> <p>Auto-refresh profile image using Firebase onValue listener</p> <p>Append ?ts=Date.now() to bust image cache after upload</p> <p>Show spinner (ActivityIndicator) while uploading image</p> <p>Display "Tap to change photo" hint below profile picture</p> <p>Handle image picker cancel without showing error</p> <p>Fix AWS S3 bucket permissions to allow public image access</p> <p>Ensure image loads with proper Firebase and S3 structure</p> <p>Prevent multiple uploads by disabling button while uploading</p>
Russell Han Josef	3/23/25 10:00 PM	Mar 23, 2025	1	<p>added floating draggable button to HomeScreen</p> <p>button opens Chatbot screen when pressed</p> <p>error: upon clicking, the button stuck at the top left.</p>

Russell Han Josef	3/23/25 11:00 PM	Mar 23, 2025	1	<p>Replaced PanResponder with Gesture.Pan from Gesture Handler</p> <p>Used useSharedValue and useAnimatedStyle for dynamic positioning</p> <p>Applied clamp to restrict dragging within screen bounds</p> <p>Set initial position to bottom right using screen dimensions</p> <p>Used Gesture.Simultaneous to handle both drag and tap</p> <p>Wrapped navigation inside runOnJS to avoid UI thread crash</p> <p>Ensured floating button is rendered after all other content</p> <p>Applied absolute positioning and high zIndex to stay above modals</p> <p>Removed TouchableOpacity and used View to avoid gesture conflicts</p>
Russell Han Josef	3/24/25 12:00 AM	Mar 24, 2025	0.8	<p>Separated TouchableOpacity from direct string content</p> <p>Wrapped Tap to change photo inside its own <Text> component</p> <p>Moved image and text inside a parent <View> for layout safety</p> <p>Ensured no raw strings are rendered outside <Text> tags</p> <p>Prevented potential crash from unexpected text in TouchableOpacity block</p>
Simone Lue	3/24/25 12:30 AM	Mar 24, 2025	0.5	<p>Adjusting the UI</p> <ul style="list-style-type: none"> - Removed title and progress text on main achievements screen for cleaner look - adjusted height of progress bar - adding border shadow to achievements title container <p>Problem 1: the fill height of the progress bar didnt change</p> <p>Solution 1:</p> <ul style="list-style-type: none"> - Adding height property to inline text instead of in style sheet <p>Problem 2: shadow applying to container border and text</p> <p>Solution 2:</p> <ul style="list-style-type: none"> - separate border into its own View below the text
Simone Lue	3/24/25 1:00 AM	Mar 24, 2025	2.75	<p>Confirm achievements</p> <ul style="list-style-type: none"> - Checked at 20 parks to verify all badges displaying correctly at every tier <p>Problem:</p> <ul style="list-style-type: none"> - Museum categories confirmed to not be fetched - No museums are showing up on the marker even in the correct coordinates - The response data has "category" and "types" - "museum" is not under category, but under "types" <p>Tried:</p> <ul style="list-style-type: none"> - adjusting the filter to check if the types array contains the allowed categories -> did not work <p>Problems found during debugging + priority fixing:</p> <ul style="list-style-type: none"> - Filtering should show museums and bars - Screen is stuck infinitely on loading if there are no fetched places from the allowed_categories <p>Non-priority next steps:</p> <ul style="list-style-type: none"> - Want to indicate in modal which tier is selected in the panel at the bottom

Russell Han Josef	3/24/25 10:45 AM	Mar 24, 2025	0.5	<p>Added input validation for email and password</p> <p>Displayed specific inline error messages instead of alerts</p> <p>Applied red border to inputs with errors</p> <p>Added password visibility toggle using FontAwesome icons</p> <p>Fixed padding/margin to align email and password fields</p> <p>Ensured errors persist visually after failed login attempts</p> <p>Removed double borders on password input field</p> <p>Used consistent styles between email and password fields</p> <p>Cleaned up state management for error updates on input change</p>
Russell Han Josef	3/24/25 12:00 PM	Mar 24, 2025	2.5	<p>Reported unexpected charges for March billing</p> <p>Clarified that the project was for academic purposes and part of a student assignment</p> <p>Provided project details and confirmed usage intentions</p> <p>Google Cloud Support reviewed billing and usage activity</p> <p>Support escalated the case for further review</p> <p>Awaiting final resolution or credit approval from Google Cloud team</p>
Russell Han Josef	3/24/25 3:00 PM	Mar 24, 2025	2.5	<p>Work on Places API (New) and update logic</p> <p>Updated to use latest Google Places API (v3) with includedTypes</p> <p>Saved API results to PostgreSQL with proper caching</p> <p>Added /cached router to fetch nearby places from DB</p> <p>Applied travel style filtering to cached results</p> <p>Refactored FlatList and MapView to share same filtered list</p> <p>Displayed placeholder image for each item</p> <p>Capitalized travel style and category labels for better UI</p> <p>Ensured category formatting handles underscore and multiple words</p> <p>Synced map marker press to scroll FlatList</p> <p>Synced FlatList item press to zoom and open map marker callout</p> <p>Fixed unique key warning in FlatList by adding index in keyExtractor</p>
Everyone	3/24/25 10:00 PM	Mar 24, 2025	1.5	<p>Walk through the workaround for new API route. We are not pulling API using Places API all the time anymore since we put a limitation.</p> <p>Introduced places/search/cached as the route we are using for pulling data from our own database.</p>
Simone Lue	3/24/25 8:55 PM	Mar 24, 2025	1	<p>UI</p> <ul style="list-style-type: none"> - Added profile picture to more menu modal - Added user name to the more menu modal - Combined both in a profile card - Added an indent style (tried react-native-shadow-2 library but it didn't give desired effect) - Fixed width of the profile card
Simone Lue	3/25/25 12:20 PM	Mar 25, 2025	1	<p>Removing nav bar when on LocationPermissions screen</p> <ul style="list-style-type: none"> - tried adding it to hiddenScreens array in CustomBottomNavigation -> did not work - tried navigating to location permissions screen separately -> did not work - "lifting the screen"; having a separate stack navigator for MainBottomNav and a separate one for AppNavigator -> did not work - Reverted to old for now

Russell Han Josef	3/25/25 9:00 PM	Mar 25, 2025	0.5	<p>Converted cached_data values to valid JSON strings (double-quoted)</p> <p>Ensured cached_data column is importable as JSONB into PostgreSQL</p> <p>Matched CSV columns with database table structure</p> <p>Filled empty rating values with 0.0</p> <p>Saved final version of CSV for Heroku import via psql using \copy command</p>
Russell Han Josef	3/25/25 10:30 PM	Mar 25, 2025	1.5	<p>Replaced GooglePlacesAutocomplete with custom modal using Places API v3</p> <p>Created WeatherSearchModal component with city suggestions and selection</p> <p>Implemented debounce on city input to limit API requests</p> <p>Fetches place details including coordinates using placeId</p> <p>Saved selected city to AsyncStorage for persistence</p> <p>Called weather API using selected city coordinates</p> <p>Rendered modal using React Native Modal with 90 percent height</p> <p>Integrated modal into HomeScreen with proper state control</p> <p>Fixed hook usage and debounce-related bugs</p> <p>Verified and polished modal appearance and functionality</p>
Russell Han Josef	3/26/25 10:00 AM	Mar 26, 2025	0.5	<p>Added custom modal to search destinations using Google Places API</p> <p>Updated modal to return both city and country</p> <p>Formatted selected destination to store as "City, Country" string</p> <p>Updated itinerary form to display and submit destination string properly</p> <p>Fixed render error from object being passed to Text</p> <p>Ensured compatibility with PostgreSQL text field requirement</p>
Simone Lue	3/26/2025 9:40:00:00 AM	3/26/2025 9:40:00:00 AM	2	<p>Removing nav bar from LocationPermissions screen</p> <ul style="list-style-type: none"> - conditionally render either the Location Permissions screen or the Main stack (AppNavigator) based on whether locations permissions has been handled <p>Problem: once the location permission is granted, does not notify the parent navigator that it should transition away from this screen</p> <ul style="list-style-type: none"> - Found and tried out a solution that worked but changed too many components of the app backbone - Russell was working on a wide range of features that depended on some code that was being changed - Reverted back to old code
Russell Han Josef	3/26/25 3:00 PM	Mar 26, 2025	1	<p>Added editable profile fields: username, bio, location, languages, and favorite destinations</p> <p>Implemented edit/save toggle with pencil and save icons in header</p> <p>Synced profile data with Firebase Realtime Database and AsyncStorage</p> <p>Fixed missing pencil icon by confirming header button setup in navigation</p> <p>Resolved dependency issue with objectWithoutProperties by cleaning and reinstalling node modules</p> <p>Verified compatibility of React Navigation and MaskedView packages</p> <p>Profile screen now switches between view and edit mode without error</p>

Russell Han Josef	3/26/25 4:00 PM	Mar 26, 2025	1.5	<p>Added editable fields for username bio location languages favorite destinations dream destination travel app instagram</p> <p>Added editable dropdowns for packing style travel companion budget range planning habit trip role</p> <p>Connected all profile fields to Firebase Realtime Database with real-time updates and fallback from AsyncStorage</p> <p>Enabled S3 profile image upload with presigned URL from backend and automatic Firebase update</p> <p>Cached profile image locally for fallback display</p> <p>Displayed uploaded image with cache-busting timestamp</p> <p>Added loading spinner while uploading profile image</p> <p>Implemented “Edit Profile” mode toggle with "Save Profile" and FontAwesome "X" button</p> <p>Used useFocusEffect to sync data from Firebase and local storage</p> <p>Styled header to match navy blue color all the way to the notch</p> <p>Removed header shadow line using headerStyle with elevation and shadow properties</p> <p>Retained custom header buttons using useLayoutEffect when editing profile</p>
Simone Lue	3/26/25 4:00 PM	Mar 26, 2025	2	<p>Problem from before:</p> <ul style="list-style-type: none"> - category “park” was being displayed but not “bar” or “museum” - only the closest park being retrieved was shown - was stuck on the activity indicator every time no nearby places were being fetched <p>Solution:</p> <ul style="list-style-type: none"> - Instead of filtering for categories in the front end, added new place route (/cached/filtered) to get places from cached Places table and returns only categories from allowed categories (meant to use for achievements) - Started over MapCheckInScreen and corresponding styles from scratch to ensure: no repetitive and looping logic, new route is used, no unnecessary code from before - Screen fetches from database for nearby places (2000m radius) to ensure there will be at least 1 place pulled <p>New Check In feature:</p> <ul style="list-style-type: none"> - Screen fetches from database for nearby places (2000m radius) from the user's location - if the place is outside of user's 300m radius, check in is disabled
Simone Lue	3/26/25 6:00 PM	Mar 26, 2025	0.75	<p>Daily 20 pulls from google places API to add to database</p> <p>Problem : Progress bar in achievements modal not displaying the right progress</p> <ul style="list-style-type: none"> - Set width of the progress bar is cutting off the progress fill <p>Solution</p> <ul style="list-style-type: none"> - Removed bounds for the width

Simone Lue	3/26/25 8:00 PM	Mar 26, 2025	1.75	<p>UI clean up</p> <ul style="list-style-type: none"> - More menu clean up - Shifting everything in Homescreen so it looks better on an actual device - Capitalizing category names for display in InteractiveRecommendations and CheckInScreen <p>InteractiveRecommendations map zoom control</p> <ul style="list-style-type: none"> - Zooming in with gesture makes the map pop back to original view <p>Solution:</p> <ul style="list-style-type: none"> - Added gesture handling -> did not work - found a restriction for zooming view -> removed it <p>Researching how to retrieve places.photos from google places api</p> <ul style="list-style-type: none"> - Within free useage - Share findings with russell to discuss
Simone Lue	3/26/25 10:45 PM	Mar 26, 2025	2.5	<p>HomeScreen x Itineraries</p> <ul style="list-style-type: none"> - Replacing hardcoded trips list with a dynamic API call to retrieve based on user - Store saved itineraries as a state variable - Display itineraries in card view - Itinerary cards display: trip title, trip image, and start date - Placeholder image is used if the itinerary does not have an image associated - Added dark overlay to have enough contrast for white text <p>Problem/Next Steps:</p> <ul style="list-style-type: none"> - Image from trips not pulling from the trips - Limit to display only 3 trips in carousel - Check if no trips - Option to select "View All" to navigate to Itinerary List
Russell Han Josef	3/26/25 10:00 PM	Mar 26, 2025	2	<p>Fix Destination Parsing for Itinerary Edit</p> <p>Updated fetchItineraryDetails to parse destination string from PostgreSQL into city and country object</p> <p>Removed unnecessary setLocation call</p> <p>Confirmed destination modal sets destination object correctly</p> <p>Ensured destination is stored as a string when submitting the form</p> <p>Cleaned up state usage to avoid undefined display bugs</p> <p>Update Login and Signup Screens with Background Image</p> <p>Added ImageBackground to Login screen</p> <p>Styled Login screen with background image and overlay card</p> <p>Added SafeAreaView for proper layout on iOS</p> <p>Centered login form vertically when active</p> <p>Prepared styling for a smooth visual transition</p>

Simone Lue	3/28/25 12:00 AM	Mar 28, 2025	0.25	Pulled from google places search api to add to database
Simone Lue	3/28/25 10:45 AM	Mar 28, 2025	0.5	<p>Limit ScrollView to only display 3 items</p> <p>- Instead of mapping over all itineraries, use slice to show only first 3</p> <p>Added "View All"</p> <p>- To navigate to ItineraryListScreen to view all trips</p> <p>Problem: Navigation not working</p> <p>Solution:</p> <p>- Screen navigation is wrapped in "Main" have to do navigation.navigate("Main", { screen: "Itinerary" })</p>
Simone Lue	3/28/25 1:00 PM	Mar 28, 2025	3.1	<p>No trips</p> <p>- render a card with the same style as trips card to display "No itineraries"</p> <p>- replaces the default basic text</p> <p>Image from trips not pulling from the trips</p> <p>- Tried: Calling single-itinerary endpoint for each itinerary to get the presigned image URL -> did not work</p> <p>- Tried: Creating separate hook to use in HomeScreen to fetch Itinerary details -> did not work</p> <p>- trip data from aws is undefined in the homescreen</p> <p>- Tried: fetching itineraries directly in homescreen -> did not work</p>
Russell Han Josef	3/28/25 9:00 PM	Mar 28, 2025	1	<p>Updated /recent backend route to return full itinerary data including extra_data.image_url</p> <p>Fetchd 3 most recent itineraries after login and saved them to AsyncStorage</p> <p>Loaded recent itineraries from AsyncStorage on HomeScreen mount</p> <p>Replaced horizontal ScrollView with FlatList for smoother trip card scrolling</p> <p>Matched FlatList styling to trip card design with snap behavior</p> <p>Fixed vertical gap between "Trip Plans" title and trip cards by adjusting styles</p>
Russell Han Josef	3/28/25 10:00 PM	Mar 28, 2025	0.5	<p>Refactored ProfileScreen layout and logic for clarity and modularity</p> <p>Implemented Firebase data fetching using onValue and fallback with AsyncStorage</p> <p>Added calculateCompletion to compute profile completeness</p> <p>Resolved bug where calculateCompletion was undefined</p> <p>Displayed profile completion percentage with a styled progress bar</p> <p>Improved UX by turning progress bar green when completion reaches 100%</p>
Russell Han Josef	3/28/25 10:30 PM	Mar 28, 2025	0.5	<p>Created AddToItineraryModal.js for selecting an itinerary.</p> <p>Fetchd and combined personal and shared itineraries with type field.</p> <p>Sorted itineraries by updated_at.</p> <p>Added icon to distinguish between personal and shared itineraries.</p> <p>Moved icon from left to right of each itinerary item.</p> <p>Integrated modal into InteractiveRecommendations.js.</p> <p>Passed selected place and added it to Firebase under places.</p> <p>Prevented duplicate place entries and showed alerts for success or duplicate.</p>

Russell Han Josef	3/28/25 11:00 PM	Mar 28, 2025	2	<p>Refactored AchievementsScreen to horizontally center achievement grid</p> <p>Adjusted columnWrapperStyle and gridItem width/margin for proper alignment</p> <p>Improved modal layout and progress bar width responsiveness</p> <p>Fixed AchievementsScreen container not being horizontally centered</p> <p>Resolved flicker of LocationPermissions by adding locationPermissionChecked</p> <p>Deferred rendering of HomeScreen until location check completes</p> <p>Ensured smoother transition from LocationPermissions to HomeScreen</p> <p>Moved itinerary fetching logic into useFocusEffect for consistency</p> <p>Re-enabled and integrated deleted useEffect logic for recent itinerary cards</p> <p>Fetches itinerary list from FastAPI using authenticated user ID</p> <p>Loaded recent itineraries from AsyncStorage fallback</p> <p>Updated recentTrips state to ensure trip cards render in Trip Plans section</p> <p>Cleaned up setUserId, onboardingComplete, and travel_style_id logic</p> <p>Improved overall HomeScreen onboarding and weather experience</p>
Russell Han Josef	3/29/25 12:00 PM	Mar 29, 2025	1.25	Adding Toggle mode for the Onboarding Checklist
Russell Han Josef	3/29/25 1:15 PM	Mar 29, 2025	0.25	<p>Added updateRecentTripsInStorage function to ItineraryDetailScreen</p> <p>Called updateRecentTripsInStorage after successful image upload in uploadImage</p> <p>Synced logic with ItineraryFormScreen to keep AsyncStorage updated with recent trips</p>
Russell Han Josef	3/29/25 1:30 PM	Mar 29, 2025	0.1	<p>Added GestureHandlerRootView to wrap the entire app in App.js</p> <p>Identified crash in InteractiveRecommendations caused by gesture conflict with Modal</p> <p>Confirmed that AddToItineraryModal used FlatList and TouchableOpacity inside Modal</p> <p>Verified MapCheckInScreen worked fine because it did not use Modal</p> <p>Explained that wrapping GestureHandlerRootView globally prevents gesture-related crashes</p> <p>Confirmed nested GestureHandlerRootView is safe and does not cause issues</p>
Russell Han Josef	3/29/25 1:40 PM	Mar 29, 2025	2	<p>Removed FlatList inside ScrollView to eliminate VirtualizedList warning</p> <p>Replaced FlatList with manually rendered list using .map() and BottomSheetScrollView</p> <p>Used cardRefs and scrollViewRef for smooth manual snapping to cards</p> <p>Refactored onPress logic so tapping a marker scrolls to and highlights the correct card</p> <p>Refactored onPress logic so tapping a card animates to the marker and shows callout</p> <p>Introduced activeIndex state to highlight active card with custom style</p> <p>Integrated @gorhom/bottom-sheet for swipeable modern layout with snapping positions</p> <p>Made travel style filter bar transparent to create a floating button appearance</p> <p>Preserved category filter inside bottom sheet just above the card list</p> <p>Preserved modal functionality to add a place to itinerary</p> <p>Ensured all components work on both local and Heroku environments</p> <p>Code is now cleaner, more performant, and designed for smoother mobile interaction</p>
Russell Han Josef	3/29/25 3:40 PM	Mar 29, 2025	0.1	<p>Add Firebase profile image fetch in LoginScreen</p> <p>Save profile image to AsyncStorage after login</p> <p>Reuse saved image in MoreMenu for display</p> <p>Ensure profile image updates on ProfileScreen also update AsyncStorage</p> <p>Keep image synced and consistent between login, profile, and menu</p>

Russell Han Josef	3/29/25 3:50 PM	Mar 29, 2025	0.25	Passed itineraryId as prop to OtherCostsModal Fixed Firebase saving and deletion for other costs Improved modal styling with pill-shaped buttons and padding Styled cost type and subtype chips with horizontal scroll Enhanced text inputs with consistent padding and font size Updated saved cost list with cleaner layout and spacing Replaced "Remove" text with FontAwesome trash icon for deletion
Russell Han Josef	3/29/25 4:45 PM	Mar 29, 2025	0.25	Added checklistRefreshTrigger state in HomeScreen Updated Firebase writes for weather_changed and packing_tip_viewed to increment the trigger Passed refreshTrigger prop to OnboardingChecklist Updated OnboardingChecklist to refetch checklist when refreshTrigger change
Russell Han Josef	3/29/25 5:00 PM	Mar 29, 2025	0.25	Updated ItineraryFormScreen to use KeyboardAvoidingView, ScrollView, and TouchableWithoutFeedback for proper keyboard behavior Wrapped entire screen with keyboard-safe layout to prevent input fields from being blocked Refactored DestinationSearchModal to expand fully with flex: 1 Removed gray overlay issue by adjusting modalBox and backdrop styles Verified modal behaves correctly when keyboard is active and now appears clean without dimming artifact
Russell Han Josef	3/29/25 5:15 PM	Mar 29, 2025	0.25	Fixed issue where plus button in callout was not clickable Changed Callout to use tooltip={true} Wrapped plus icon inside CalloutSubview Ensured styling keeps plus button on the right side Retained custom design with name, category, and plus icon layout
Russell Han Josef	3/29/25 5:30 PM	Mar 29, 2025	0.5	Set selectedDate to itinerary's start date when adding a new day Used getNextAvailableDate() to ensure consistent default value Improved flow so users don't have to manually pick a starting date Reduced friction when creating the first itinerary day
Russell Han Josef	3/30/25 1:30 PM	Mar 30, 2025	0.25	Wrapped place name text in a flex container Added placeTextWrapper style for layout control Enabled text wrapping with flexWrap: 'wrap' Added optional numberOfLines and ellipsizeMode for truncation Ensured buttons stay aligned with long text
Russell Han Josef	3/30/25 1:45 PM	Mar 30, 2025	0.25	AddActivityModal extracted into its own file under components Refactored ItineraryDayScreen to use AddActivityModal Made display time default to current time when opening modal Preserved time picker selection and form behavior across both create and edit modes

Russell Han Josef	3/30/25 2:00 PM	Mar 30, 2025	2	<p>Added new feature to let users tap a place and assign it directly to a day</p> <p>Closed PlacesModal when a place is tapped</p> <p>If there are days, opened DaySelectionModal after short delay</p> <p>Once a day is selected, prefilled activity data and opened AddActivityModal</p> <p>Initialized time with current time and set place name as default activity</p> <p>If no days exist, switched to Days tab and opened Add Day modal automatically</p> <p>Pre-filled new day with next available date and cleared title</p> <p>Updated tab index using setIndex to show the Days screen</p> <p>Handled state transitions to avoid modal overlap</p> <p>Improved UX by streamlining the flow from selecting a place to planning it in a day</p>
Russell Han Josef	3/30/25 4:00 PM	Mar 30, 2025	0.25	<p>Fixed crash in ItineraryDayScreen by removing strict UUID length check</p> <p>Ensured dayId presence check is simple and non-blocking for API call</p>
Russell Han Josef	3/30/25 4:15 PM	Mar 30, 2025	0.25	<p>Retrieved profile image URL from AsyncStorage using profileImageUri key</p> <p>Stored S3 HTTPS image URL during profile setup</p> <p>Updated ChatbotScreen to load user avatar from S3 if available</p> <p>Added fallback to default image if no URL or invalid</p> <p>Added optional image prefetching for debug validation</p> <p>Ensured profile image renders only if it starts with http</p>
Russell Han Josef	3/30/25 4:30 PM	Mar 30, 2025	0.25	<p>Updated card position to bottom of the screen with keyboard support</p> <p>Set card width to full screen</p> <p>Added tagline "Your Journey, Your Way." above the card</p> <p>Added main title "EXPLORE" and "THE WORLD" in uppercase above tagline</p> <p>Styled login button with full width and pill shape</p> <p>Matched signup button style to login button style for consistency</p>
Russell Han Josef	3/30/25 4:45 PM	Mar 30, 2025	0.25	<p>Added AuthLoadingScreen to check AsyncStorage for user session</p> <p>Implemented logo zoom and fade animation using Animated API</p> <p>Adjusted logo scale for calm and smooth animation with easing</p> <p>Matched initial logo size to avoid starting too small</p> <p>Introduced 0.5s delay before animation for breathing room</p> <p>Updated transition to Main or Login screen after animation</p> <p>Investigated iOS white screen and found solution but did not apply Swift update</p>
Russell Han Josef	3/30/25 5:00 PM	Mar 30, 2025	0.25	<p>Fixed crash caused by accessing user.id when user was null</p> <p>Added null check for user before making DELETE request</p> <p>Improved error message to prompt re-login if user not found</p> <p>Ensured day deletion only proceeds when user is properly loaded</p>

Russell Han Josef	3/30/25 5:15 PM	Mar 30, 2025	0.25	Fixed overlapping issue by adjusting top margin of filter bar Used useSafeAreaInsets to dynamically set spacing from top Replaced SafeAreaView with View and applied inline safe area style Ensured filter buttons stay clear of status bar and clock Added optional horizontal scroll for better layout on smaller screens
Russell Han Josef	3/30/25 5:30 PM	Mar 30, 2025	0.25	Added isSheetExpanded state using useState Set isSheetExpanded to true when BottomSheet index is 2 using onChange Wrapped Travel Style Filter with conditional !isSheetExpanded Updated BottomSheet snapPoints to include 85 percent max height Preserved map interaction and filter logic during transition
Russell Han Josef	3/30/25 9:30 PM	Mar 30, 2025	0.25	Wrapped DestinationSearchModal with React Native Modal Updated backdrop style to include semi-transparent background Set modalBox height to full screen using flex: 1 Ensured keyboard behavior using KeyboardAvoidingView Matched layout and behavior with WeatherSearchModal
Russell Han Josef	3/30/25 9:45 PM	Mar 30, 2025	0.25	Wrapped modal in KeyboardAvoidingView for better keyboard handling Added ScrollView to allow scrolling when keyboard is open Implemented TouchableWithoutFeedback to dismiss keyboard on background tap Adjusted styles to support new layout behavior
Russell Han Josef	3/30/25 10:00 PM	Mar 30, 2025	0.25	Updated cost type and subtype selectors with section labels Wrapped modal content with KeyboardAvoidingView for better keyboard handling Added ScrollView to allow scrolling when keyboard is open Improved overall user experience for input and selection in modal
Russell Han Josef	3/30/25 10:15 PM	Mar 30, 2025	0.5	Moved parseToSortableTime function to the top of the file Updated DayCard to sort item.activities by time using parseToSortableTime Ensured consistent activity order matching ItineraryDayScreen Preserved original UI layout and logic in DayCard
Russell Han Josef	3/30/25 10:45 PM	Mar 30, 2025	0.25	Fixed crash by adding optional chaining to itinerary date. Added budget, notes, and places panels to OverviewTab. Created and moved styles to ItineraryDetailScreenStyle.js. Updated OverviewTab to support external panels and style structure. Verified that screen renders correctly with tab view and modals.
Russell Han Josef	3/30/25 11:00 PM	Mar 30, 2025	0.25	Modified addPlace function to immediately update Firebase after adding a place Removed the need for pressing the Save button Updated UI logic to optionally remove the Save button and keep only the Close button