✅ Phase 1: Data Layer Completion

1. **Set up Room Database**
    - Create the `@Dao` interfaces for:
        - `EntryDao`
        - `CategoryDao`
        - `TypeDao` (previously subcategory)
        - `SuggestionDao`
    - Create a singleton `AppDatabase` class.
2. **Implement Repository Classes**
    - Create a `Repository` for managing access to each DAO.
    - Optionally wrap queries in coroutines for background operation.

✅ Phase 2: Sample Data and Testing

3. **Seed the Database**
    - Populate categories (`Media`, `Games`, `Outside`) and types (`Movie`, `GI`, `Food`) on first launch.
    - Add a few suggestions per type for testing.
4. **Test CRUD Operations**
    - Write simple functions to insert, retrieve, and delete entries, types, etc.

✅ Phase 3: UI Integration

5. **Entry Display**
    - Use `RecyclerView` in MainActivity to display grouped entries by date.
    - Add an adapter that handles nested lists (date as header, entries below).
6. **Entry Creation UI**
    - FAB to open an `AddEntryActivity` or dialog.
    - Spinner or dropdown for selecting Category → Type (filtered).
    - Autocomplete text field for description suggestions.
    - Optional notes field.
7. **Entry Detail Popup**
    - If an entry has notes, show an arrow icon. On click, show a dialog with notes.

✅ Phase 4: Quality of Life Features

8. **Search and Filters**
    - Add top bar search to filter by description/type/category.
    - Add `ChipGroup` to dynamically filter results.
9. **Import JSON**
    - Read JSON and insert entries into the database.
    - Ensure matching of types/categories during import.
10. **Optional: Export to JSON**