

HTMX Chat Room Manager (PoC)

This front-end-only proof-of-concept (PoC) application demonstrates how to use HTMX for dynamic, AJAX-style CRUD operations without full page reloads. It includes username and room uniqueness checks, and a simulated chat experience after joining a room.

How to Use

1. Enter a Unique Username

- Input a new, unique username and click **Continue**.
- The input is locked for the session.

2. Creating a Unique Chat Room

- After submitting a username, create a room with a unique name.

3. Join a Room

- Click **Join** on any room listed to open the chat interface.

4. Chat in the Room

- Messages are simulated in-memory and displayed with usernames.

Assumptions & Design Decisions

- **No backend:** All logic handled via JavaScript.
- **In-memory simulation:** Data resets on page refresh.
- **Unique constraints** are enforced using JavaScript Sets/Arrays.
- **HTMX used** to simulate dynamic behavior; core logic is native JavaScript.
- **Bootstrap 4.6** is used for styling and layout.

Future Enhancements

- Persist usernames, rooms, and messages with local Storage.
- Implement real-time backend with WebSocket.
- Add user authentication and session tracking.

- Improve UI/UX with animations and error handling.