**1. User Registration and Authentication**

Register: POST /api/v1/users/register

* Payload: username, password, email, etc.

Login: POST /api/v1/users/login

* Payload: username/email and password.

Logout: POST /api/v1/users/logout

**2. User Profiles**

Get My Profile: GET /api/v1/users/me

Update My Profile: PUT /api/v1/users/me

* Payload: Any profile field I want to allow updates for: profilePicture, bio, languageInterests, etc.

Get User Profile: GET /api/v1/users/:userId

Get All Online Users: GET /api/v1/users/online

**3. Real-Time Chat**

Initiate Chat: POST /api/v1/chats

* Payload: recipientId, initial message (optional)

Get Chat History: GET /api/v1/chats/:chatId

Get All Chats for User: GET /api/v1/chats

(**Note**: Real-time chat may also leverage WebSocket, so not all functionality might reside in HTTP routes.)

**4. Interactive Map**

Share Location: POST /api/v1/location

* Payload: latitude, longitude

Get All Shared Locations: GET /api/v1/locations

Remove or Update My Location: PUT or DELETE /api/v1/location

**5. Event Management**

Create Event: POST /api/v1/events

* Payload: eventName, description, location, date, time, etc.

Get All Events: GET /api/v1/events

Get Single Event: GET /api/v1/events/:eventId

Edit Event: PUT /api/v1/events/:eventId

Delete Event: DELETE /api/v1/events/:eventId

RSVP to an Event: POST /api/v1/events/:eventId/rsvp

Get RSVPs for My Event: GET /api/v1/events/:eventId/rsvps