**Project Plan Outline**

**1. Project Overview**

* **Objective**: Create a platform for foreigners and Koreans to socialize through hobby-based events like soccer games, chess, language exchanges, etc.
* **Key Features**: Event creation, KakaoTalk login, hobby-based event suggestions, event participation, group chats, location-based event categorization.
* **Naming**: “KoreaConnect”. Korea Connect brings people closer in Korea. by creating meaningful connections that transcend language and cultural barriers through hobbies like sports, games, language exchanges, and more.

**2. Platform Structure**

* **User Types**:
  + Korean users
  + Foreign users
* **Key User Actions**:
  + Login via KakaoTalk
  + Enter personal information (hobbies, location, etc.)
  + View and join events
  + Create and manage events

**3. Key Features**

* **Login & User Profile**:
  + KakaoTalk login integration.
  + User profile includes hobbies and user type (Korean or foreigner).
* **Feed & Event Suggestion**:
  + Suggest events based on user hobbies.
  + Events displayed by location (e.g., Seoul, Incheon).
  + Filter events based on categories and distance from user’s location.
* **Event Creation & Management**:
  + Both Koreans and foreigners can create events.
  + Set event title, description, hobby category, and location.
  + Limit the number of participants.
* **Event Participation**:
  + Users can join an event and receive event details.
  + Once joined, participants get access to a group chat (e.g., via KakaoTalk).
  + Chat allows participants to introduce themselves, ask questions, etc.
* **Group Chat**:
  + Chat enabled for participants of the event for pre-event interactions.

**4. Technology Stack**

* **Frontend**: Vue.js or React.js (for the dynamic interface and seamless user experience)
* **Backend**: PHP (since you are experienced with this language) or another backend like Node.js (for fast real-time features such as group chat and event updates)
* **Database**: MySQL (for storing user profiles, events, and chats)
* **Login Authentication**: KakaoTalk API for secure login.
* **Real-Time Features**: WebSockets for chat functionality.

**5. Development Phases**

1. **Phase 1 - Requirements & Planning**:
   * Define detailed requirements for user profiles, event creation, chat, and feeds.
   * KakaoTalk API research for login integration.
2. **Phase 2 - Frontend Development**:
   * Build user interface: login page, profile setup, event feed, event creation forms.
   * Responsive design for both desktop and mobile.
3. **Phase 3 - Backend Development**:
   * User management, event storage, and feed logic.
   * Connect the feed with a recommendation system based on user hobbies and location.
   * Event creation and participant management.
4. **Phase 4 - Chat Integration**:
   * Integrate chat service for event participants.
   * Use KakaoTalk for group messaging or build your own chat system.
5. **Phase 5 - Testing**:
   * Test user login, event creation, chat, and feed suggestions.
   * Test limits for event participants and event management.
6. **Phase 6 - Deployment**:
   * Deploy the platform to a live server.
   * Ensure scaling for multiple users across different regions.

**6. Timeline**

* **Week 1-2**: Project planning and UI/UX design.
* **Week 3-5**: Frontend and backend development.
* **Week 6-7**: Chat system integration and testing.
* **Week 8**: Final testing and deployment.

**7. Potential Challenges**

* Ensuring smooth KakaoTalk login integration.
* Handling real-time chat efficiently.
* Managing a scalable feed system based on user location and interests.

**8. Next Steps**

* Finalize the tech stack and begin the API integration with KakaoTalk.
* Start designing the database structure for user profiles, hobbies, and events.