OPNBX AI ASSESSMENT

Challenge 1

** The entire assessment has been done considering web development task only (mostly front end). Any sort of AI/ML thought process has not been applied.

Scenario 1:

A basic gaming chatroom web socket simulation, using just the Players and the Message values. An input field has been provided to type in your own message.

1. Project setup: Django 3.2.9, Python 3.7
2. Bootstrap template used for the chatroom UI
3. jQuery for simulating inflow and outflow of messages

Scenario 2 (Just an idea: NOT DEVELOPED):

The chatroom concept can be extended forward based on **topics**. There will be multiple rooms filtered out based on Topics (1, 2, 3 -> These can be titles as well). A player can join the topic of interest and discuss fun stuff.

We can also add a tagging functionality where you can specifically tag other players with your message.

Plus another functionality could be a private chat with any player running in parallel with the general chatroom.

Scenario 3 (Just an idea: NOT DEVELOPED): Scenario 2 can be extended with the **relevance** values in the json file to filter out or moderate messages or chats depending on the relevance to the topic.

The flags counter can be used to set a limit to the number of times a player's messages have been flagged and then ban them for XX number of days or ask him to pay to unban themselves.