Deployment Plan: Real-Time Web Chat Room

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EECS 448 Project 4

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Introduction

Social Media, which is interactive computer-mediated technologies that facilitate the creation or sharing of information, ideas, career interests, and other forms of expression via virtual communities and networks, is been more and more common than pervious century. Human was already showed his ideas about how great they are investigated in technology, from beginning we used landline and telescope to transfer what we want to say, to nowadays we use cell phone and social Media to communicate each other in same time. For my opinion, Chat room app is one of greatest invention in recent of years. And our team is trying to build a real-time chat room for society, for details we will mention the steps to deploy our work, our potential market, and the place we should be cost for our product.

Procedure

The first view for customer is important for our chat room product. Let customer know what it should do is significant for customer to share with other. So Chat room UI will be priority in our list. Since we are getting chat room by using Web displaying. The React language will be suitable for making chat room UI. Instead of using normal CSS for our UI, we trying to use "MATERIAL-UI" from online public sources to implement our style sheet and make it more fashionable and modern to view.

When we decided how it looks like, inside content will be next step we should following. In chat room, we should communicate with each other in private, or in the channel, communicating in real-time reaction will be our thought. First we trying to host php on Heroku switching data in Heroku server, but we saw that we can't host php WebSocket, so we change it to Node.js Web sockets instead, then finally we found that Firebase, which is a databases, will be more suitable for us to implement port forwarding and instead of using php server, we can just use Firebase to exchange data in real time throughout the Firebase server and getting web sockets working.

Finally, since we finished the communication and viewing, additional strategies and tools will be our last achievement we have to accomplish. Sending files, image and emoji were first thing come to our brain, only sending text can't get enough for our description, combining with image and emoji will let us more exhaustive to describe our opinion. Then we only one channel

is definitely not satisfied for customer, people want to create their own channel that only invited their friends. Lastly, blocked the user who feels very annoying is a good choice to keep the community environment clean. For other stuff like Video call, Member display and customize profile, those of thing will be finish in the future due to the limited time we have for this final project.

The necessary deployment for this project will be

1. Start in project repository

2. Execute "cd chat-room"

3. Run "npm run build", this should populate the chat-room/build folder with static files

4. Run "firebase deploy" (If this is failing, you may need to run "firebase login" first)

potential market

For ours opinion, definitely the teenager and adult from 21 years old to 25 years old, those kinds of group will be more familiar with new wave and fashion app and website, so even though we make a innovation in our chat room, they will be faster than other generation to adapt the new things and strategies. Moreover, those kinds of people will give us more efficient and fashion idea that we can add it after.

Consumption

There are many costs that we should pay attention on and put it on the list. First because this is Web chat room, domain name for http represented have to buy, showing a wonderful domain name for market is serious, even though we have not decided what the name should be, it will be consider after we buy it. Secondly, we are using free stage of Firebase Realtime Database, so only 1GB data stored will be accepted. If we deicide to make it bigger, we have to upgrade our Spark into Blaze Plan, which means pay as you go. Thirdly, publicizing our domain on internet and social media also cost lots of money, this is the fastest way to spread our product to the society. Although few of things like paying salary for our programmer is important, it may need to consider after we have reputation in the young age circle.

Conclusion

We put lots of effort on this Product, starting at Oct 3 and finish at Nov 5, this product probably is our first time to do, everyone is trying to learn new thing in order to accomplish this. We hope this product will get great results and responds at the end.