**Although WebRTC can work without a server, generally you still need a server**

While WebRTC allows for direct peer-to-peer communication without needing a server for data transfer once connections are established, this doesn't mean you shouldn't have a persistent server.

This makes sense right? The presence of a persistent signaling server is essential for handling disconnections gracefully, ensuring proper closure of sessions, synchronizing state among peers, and providing scalability for larger applications.