

# Multi-User Client/Server Chat System

This is the mini-project made for the AAU Medialogy course “Programming of Complex Software Systems” on 3rd semester. This project was made by group MTA-18336.

For this mini-project the group decided to work on a multi-user chat system, which allows multiple users to connect to a server in which they can chat with each other.

Before the beginning of coding/implementation, the whole software was split into multiple parts, so that the workload was split equally amongst the group members. There would be a server- and a client side to the software, so three members would be working on the server, and three on the client.

To get an overview of the project, as well as who had been assigned to what, a github was created, so the group were able to remotely collaborate on the project. In github, the project function was utilized to see who was doing what task, and if it was in “*To do*”, “*In progress*”, or “*Done*”.

Each member would have one task to complete, listed below, by name:

Group Member	Task
Nolan Rux	Setup Barebones Single User Server
Emil Valberg-Madsen	Upgrade Server to Multi-Client
Simon Vestergaard Laursen	Setup Barebones Client
Daniel Aalykke	Create User in Client Feature
Stefan Nordborg	Server Receives User Information
Mathias Sebastian Johansen	Server: Console Commands (Message Based)