

Team Collaboration Chat Application

1. Project Overview

A web-based **Team Collaboration Chat Application** that enables real-time communication among team members. The system supports instant messaging using **WebSockets**, persistent chat history using **MongoDB**, and **admin tools** for managing users, teams, and conversations.

Tech Stack

- Frontend: React.js, Tailwind CSS, Socket.IO Client
- Backend: Node.js, Express.js, Socket.IO
- Database: MongoDB (Mongoose ODM)
- Authentication: JWT (JSON Web Tokens)

2. Requirements

2.1 Functional Requirements

- User registration and login
- Real-time 1-to-1 and group messaging
- Persistent chat history
- Online/offline user status
- Admin role with elevated privileges
- Create and manage teams/groups
- Remove or block users (admin)
- Message timestamps and sender info

2.2 Non-Functional Requirements

- Low-latency message delivery
- Scalable to multiple teams
- Secure authentication and authorization
- High availability and fault tolerance
- Responsive UI for desktop and mobile

3. System Architecture (High-Level Design)

3.1 Architecture Overview

The system follows a **client-server architecture** with real-time communication.

- React Client communicates with:
 - Express REST APIs (HTTP)
 - WebSocket Server (Socket.IO)
- Express Server handles:
 - Authentication

- Business logic
- WebSocket events
- MongoDB stores persistent data



4. Low-Level Design

4.1 Database Design (MongoDB)

User Collection

- _id
- name
- email
- passwordHash
- role (admin/user)
- status (online/offline)
- createdAt

ChatRoom Collection

- _id
- name
- type (private/group)
- members [userId]
- createdBy

Message Collection

- _id
- chatRoomId
- senderId
- content
- timestamp

4.2 API Design (REST)

Method	Endpoint	Description
POST	/api/auth/register	Register user
POST	/api/auth/login	Login user
GET	/api/chats	Get user chat rooms
GET	/api/messages/:chatId	Fetch chat history

Method	Endpoint	Description
POST	/api/admin/block	Block user

4.3 WebSocket Events

Event	Direction	Description
connect	Client → Server	User connects
join_room	Client → Server	Join chat room
send_message	Client → Server	Send message
receive_message	Server → Client	Receive message
typing	Client → Server	Typing indicator
disconnect	Client → Server	User disconnects

5. Security Design

- JWT-based authentication
- Role-based access control (Admin/User)
- WebSocket authentication via token
- Password hashing using bcrypt

6. Project Module Breakdown (8 Modules)

Frontend Modules (3)

1. Authentication & User Interface Module

- Login & Register pages
- JWT storage and auth context
- Tailwind-based responsive UI

2. Chat Interface Module

- Chat window UI
- Real-time message rendering
- Typing indicator and online status

3. Team & Admin Dashboard Module

- Team creation UI
- User management UI (admin)
- Chat room list and navigation

Backend Modules (5)

4. Authentication Service Module

- User registration and login
- JWT token generation and validation
- Password hashing

5. User & Team Management Module

- CRUD operations for users
- Team and chat room creation
- Role-based access control

6. Messaging Service Module

- Store messages in MongoDB
- Fetch chat history
- Message validation

7. Real-Time WebSocket Module

- Socket.IO server setup
- Room management
- Message broadcasting
- Online/offline tracking

8. Admin & Moderation Module

- Block/unblock users
- Delete messages
- Monitor chat activity

7. Scalability Considerations

- Horizontal scaling using Node.js clustering
- Redis adapter for Socket.IO
- Database indexing on chatRoomId and timestamp

8. Future Enhancements

- File and image sharing
- Message encryption (E2EE)
- Push notifications
- Read receipts
- Audit logs for admin