

Project Name: Chataholic

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Project description

The design of our apps aimed to build a Personality-Based Real-Time Dating (PBRTD) web-based social application that can pair people according to their results of personality tests and other interests.

By using a pairing algorithm, “Chataholic” will quickly pair two users based on the information collected from user profiles. The architecture will be consisted of a cross-platform application and an instant messaging system that communicating via a central API(Websocket) and the main framework we choose is ReactJS, for backend we are using nodeJS and for the central server we are using a virtual private server (VPS) from Vultr. VPS are small servers which isolated on a physical server. And it can be restarted independently and has its own root access, IP address, memory, etc. The function we will have is pairing users when user request, instance messaging system, authentication, modify the user profile and account details, pairing users and modify friend list. password changed, etc. The pairing algorithm will pair two users by computing the similarity between them. Convert the information from user profile and to a computable variable and use this variable as a parameter to find out a list of other potential matched users from the database, then randomly pick a user from the list.

Results

As planned, our project’s purpose is to perform a complete web chat application with a server and enable the users to seamlessly communicate with each other. The primary requirement of Chataholic is to provide a mechanism for Online chatting at a small scale. The user interface is easy to navigate, understand and use. Since it is based on web, the application will be available to use and when required. In the current state, our app is capable of authentication, sending messages, modifying users’ profile and it is runnable on the localhost. We are dedicated to improving it and deploy it to the server to illustrate a more complete version in the poster fair.