

# SGN-35016 INTERNET OF THINGS AND MEDIA SERVICES PROJECT WORK - SNEAKSPEAK

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## ABSTRACT

SneakSpeak is a self hosted group chat application. It conquers the market leaders Slack and Flowdock by giving organizations and teams ability to not to give 3rd parties access to the communication. The proof-of-concept consists of a Node.js GCM HTTP Connection Server [1] and an Android client. The server can be hosted in a local network e.g. on a Raspberry Pi computer.

## 1. INTRODUCTION

This document describes a simple messaging application proof-of-concept created as a project work for the course *Internet of things and media services*. The application consists of a Node.js server and an Android client.

The project originated from the realisation that nowadays different mobile instant messaging applications are very popular. Most of the people that own a modern smart phone have WhatsApp installed, the more critical users may prefer Telegram, and software developers are starting to migrate towards Slack. The thing these services have in common is that they provide the software as a service. All the messaging and information goes through their own servers, which may or may not be secure enough for your use.

This project provides an alternative to these premade services. Since third party servers are de-

med untrustworthy, the solution is for users to host their own private server.

## 2. METHODS

This section gives a quick glance at the technologies used in the application.

### 2.1. Android client

### 2.2. Node.js server

## 3. RESULTS

Too early to say.

## 4. CONCLUSIONS

Something something success story.

## REFERENCES

- [1] Google, *Implementing an HTTP Connection Server*, 2016, accessed 1.3.2016. [Online]. Available at: <https://developers.google.com/cloud-messaging/http>.