The idea

➡ Full-duplex communication between clients (browsers) and servers (possibly)

• Popular Libraries

  • Peer.js (data)

  • VideoSDK.live (audio/video/screenshare)

Different P2P Architecture

- P2P Mesh

- SFU (Selective Forwarding Unit)

- MCU (Multipoint Control Unit)

➡ https://www.digitalsamba.com/blog/p2p-sfu-and-mcu-webrtc-architectures-explained