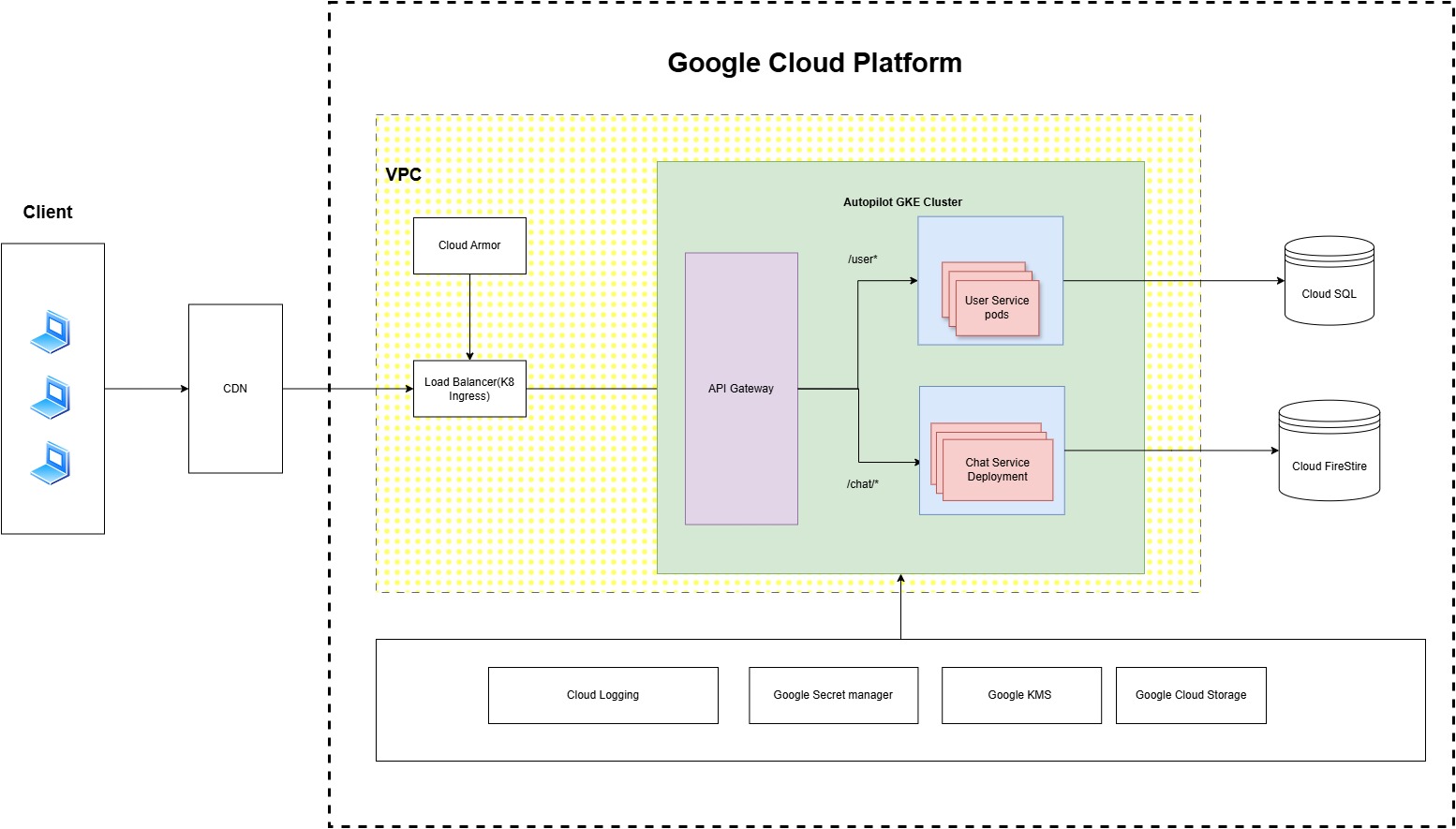
**Multi-Tenant SaaS Application Architecture**

**1. Overview**

This solution is based on two Node.js microservices, one for user, project management, authentication (User Service) and one for real-time chat functionality (Chat Service). These microservices will be hosted on Google Kubernetes Engine (GKE) to handle scaling, availability, and security requirements. The React front-end communicates with these APIs to provide a seamless user experience for project management and collaboration.

**2. Microservices API Architecture**



**3. Microservices Overview**

**3.1 User and project management Service**

The User Service is responsible for user registration, authentication, and role-based access control (RBAC). It will include the following features:

* **User Registration:** Allows users to sign up for the platform.
* **Authentication:** Verifies the identity of users using JWT tokens.
* **Authorization (RBAC):** Defines and enforces roles for users (admin, member, etc.) within each organization.
* **User Management:** Admin users can manage user permissions and roles within their organization.
* **Project and Organization Management**

**3.2 Chat Service**

The Chat Service provides real-time communication capabilities, allowing users to send and receive messages instantly. This service will:

* **Real-time Chat:** Implements WebSocket-based communication to allow users to join chat rooms and send/receive messages in real time.
* **Message Persistence:** Stores messages in a database for history and retrieval.
* **Organization-based Chat Rooms:** Each organization can have separate chat rooms to ensure data isolation.

**4. Database Schema Design**

To support multi-tenancy, the database schema needs to isolate data between organizations while allowing for efficient querying and data management.

**4.1) Database Schema User service(SQL)**

**4.1.1) Users Table:** This table stores information about users, including their authentication data, role, and association with organizations.

CREATE TABLE IF NOT EXISTS Users (

id VARCHAR(255) PRIMARY KEY, -- Unique user ID

email VARCHAR(255) UNIQUE NOT NULL, -- User's email (must be unique)

passwordHash VARCHAR(255) NOT NULL, -- Hashed password

role VARCHAR(50) NOT NULL, -- Role of the user (admin, member, etc.)

organizationId VARCHAR(255) NOT NULL, -- ID of the organization the user belongs to

createdAt TIMESTAMP DEFAULT CURRENT\_TIMESTAMP, -- Timestamp of user creation

updatedAt TIMESTAMP DEFAULT CURRENT\_TIMESTAMP ON UPDATE CURRENT\_TIMESTAMP, -- Timestamp of last update

FOREIGN KEY (organizationId) REFERENCES Organizations(id) -- Link to organization

);

**4.1.2) Organizations Table:** To manage users within different organizations, this table stores organization details.

CREATE TABLE IF NOT EXISTS Organizations ( id VARCHAR(255) PRIMARY KEY, -- Unique organization ID name VARCHAR(255) NOT NULL, -- Organization name createdAt TIMESTAMP DEFAULT CURRENT\_TIMESTAMP -- Timestamp of organization creation );

**4.1.3) Projects Table:** The Projects Table stores the details of projects within an organization. Each project will be linked to a specific organization.

CREATE TABLE IF NOT EXISTS Projects (

id VARCHAR(255) PRIMARY KEY, -- Unique project ID

name VARCHAR(255) NOT NULL, -- Name of the project

description TEXT, -- Description of the project

organizationId VARCHAR(255) NOT NULL, -- ID of the organization the project belongs to

createdBy VARCHAR(255) NOT NULL, -- User ID of the person who created the project

createdAt TIMESTAMP DEFAULT CURRENT\_TIMESTAMP, -- Timestamp of project creation

updatedAt TIMESTAMP DEFAULT CURRENT\_TIMESTAMP ON UPDATE CURRENT\_TIMESTAMP, -- Timestamp of last update

FOREIGN KEY (organizationId) REFERENCES Organizations(id), -- Link to organization

FOREIGN KEY (createdBy) REFERENCES Users(id) -- Link to the user who created the project

);

**4.2) Database Schema Chat Service (NOSQL)**

* + 1. **Rooms Collection:** The rooms collection stores all chat rooms for each organization. Each document represents a specific room.

**Document ID**: roomId (unique ID for the room)

**Fields**:

1. name: string (name of the chat room)
2. organizationId: string (ID of the organization the room belongs to)
3. createdBy: string (user ID of the person who created the room)
4. description: string (description of the room)
5. createdAt: timestamp (the date and time the room was created)

{

"name": "Project Discussion",

"organizationId": "12345",

"createdBy": "user\_id\_1",

"description": "Discussion room for the XYZ project",

"createdAt": "2024-12-15T00:00:00Z"

}

* + 1. **Messages Collection:** The messages collection stores messages within each room. Each document represents an individual message in a specific room.

**Document ID:** messageId (unique ID for the message)

**Fields**:

* + - roomId: string (the ID of the room where the message was sent)
    - senderId: string (user ID of the sender)
    - message: string (content of the message)
    - timestamp: timestamp (the date and time the message was sent)

{

"roomId": "room\_123",

"senderId": "user\_id\_1",

"message": "Hello everyone!",

"timestamp": "2024-12-15T00:01:00Z"

}

**4.3) Data Isolation**

* + Use **organizationId** in every table to isolate data between organizations.
  + Ensure that every query checks for the correct organizationId to prevent cross-tenant data access.
  + Each user and project is associated with a specific organizationId, ensuring complete data isolation between organizations.

**5. Authentication and Role-based Access Control (RBAC)**

The User Service will handle authentication and authorization using JWT (JSON Web Tokens).

**5.1 Authentication Flow**

1. **User Registration:** A user can register with an email and password.
2. **Login:** Upon successful login, a JWT token is issued with claims for the user’s roles and organizationId.
3. **Token Verification:** For protected routes (like accessing chat rooms or projects), the token is verified for authenticity and organizationId matching.

**5.2 Role-based Access Control (RBAC)**

Roles can be assigned to users when they are created or modified. Common roles include:

* **Admin:** Full access to all resources Across all organizations.
* **Org\_Admin:** Full access to all resources within organization.
* **Member:** Limited access, typically to view and interact with projects or chat rooms.

**6. Real-Time Chat Using WebSocket**

The Chat Service uses WebSocket for real-time communication.

**6.1 WebSocket Server Setup**

* A WebSocket server will be set up within the Node.js service to handle real-time communication.
* Upon connecting, users are authenticated using their JWT token, which is passed as part of the WebSocket connection request.
* Users will join rooms based on projects or teams, and messages will be broadcast to all connected users in the room.

**6.2 Message Persistence**

* Messages will be stored in the database with a reference to the organizationId, roomId and senderId.
* This ensures that messages can be retrieved later while maintaining multi-tenant isolation.

**7. API Endpoints**

**7.1 User Service API Endpoints**

* + **POST /users/register**: User registration endpoint. Allows a new user to sign up by providing an email, password, role, and organization ID.
  + **POST /users/login**: User login endpoint. Authenticates the user using their email and password, returning a JWT token on success.
  + **GET /users/{id}**: Get user details by ID. Fetches information about a specific user using their unique ID.
  + **PUT /users/{id}**: Update user details. Allows modification of user details such as email and role by providing the user ID.
  + **DELETE /users/{id}**: Delete user by ID. Removes a user from the system using their unique ID.
  + **PUT /users/{id}/role**: Update user role. Changes the role (e.g., admin, member) of a user identified by their ID.
  + **POST /projects**: Create a new project for an organization. Allows creation of a project by providing project details such as name, organization ID, created by user ID, and description.
  + **GET /projects/{id}**: Get a project’s details by ID. Retrieves detailed information about a specific project identified by its unique ID.
  + **PUT /projects/{id}**: Update a project’s details. Allows modification of project details like name and description.
  + **DELETE /projects/{id}**: Delete a project by ID. Removes a project from the system using its unique ID.
  + **POST /organizations**: Create a new organization. Allows the creation of an organization by providing the organization name.
  + **GET /organizations/{id}**: Get an organization’s details by ID. Fetches information about a specific organization using its unique ID.
  + **PUT /organizations/{id}**: Update an organization’s details. Allows modification of an organization’s name.
  + **DELETE /organizations/{id}**: Delete an organization by ID. Removes an organization from the system using its unique ID.

Attached is the Open Api document for all the endpoints.



**7.2 Chat Service API Endpoints**

* **POST /chat/rooms**: Create a new chat room for an organization.
* **GET /chat/rooms/:id**: Retrieve messages for a specific chat room.
* WebSocket connection for real-time messaging: ws://<server\_url>/chat/:roomId .

Attached is the Open Api document for all the endpoints.



**8. Scalability Considerations**

Hosting on **Google Kubernetes Engine (GKE)** ensures scalability for both microservices. GKE automatically handles horizontal scaling, where additional pods can be spun up or down based on the demand.

**8.1 Horizontal Scaling**

* Both services can be scaled horizontally to handle more traffic, especially as the number of organizations and users grows.
* Each microservice can be scaled independently based on its workload (e.g., more replicas for the chat service during peak communication periods).

**8.2 Load Balancing**

* GKE provides built-in load balancing to distribute traffic evenly across available pods, ensuring high availability.

**8.3 Auto-Scaling**

* Kubernetes can automatically scale services based on CPU/memory usage or custom metrics. Autoscaling related configuration can be seen in shared code. Refer the K8-Mnaifest folder.

**9. Security Measures**

Security is a top priority, and the following measures should be implemented:

**9.1 Authentication Security**

* Use **JWT** tokens for secure authentication and include an expiration time for tokens.
* **Token Revocation:** Implement token revocation mechanisms for logging out users or invalidating tokens after a password change.

**9.2 Data Security**

* **Encryption:** Ensure that sensitive data such as passwords are encrypted before storing in the database. Use bcrypt for hashing passwords.
* **HTTPS:** Use HTTPS for all API calls to ensure secure communication between the front-end and back-end services.

**9.3 Role-based Permissions**

* Ensure that users only have access to resources they are authorized to view, based on their roles (admin, member).

**9.4 WebSocket Security**

* Secure WebSocket connections with JWT tokens to authenticate users and prevent unauthorized access to chat rooms.

**10. Running the Application**

To run the application, follow these steps:

**10.1 Set Up GKE Cluster**

1. Create a GKE cluster using the Google Cloud Console or gcloud CLI.
2. Configure kubectl to point to your GKE cluster.

**10.2 Deploy Microservices**

1. Build Docker images for the User Service and Chat Service.
2. Push these images to Google Container Registry (GCR).
3. Deploy the services to the GKE cluster using Kubernetes YAML files

**10.3 Front-end Integration**

1. Set up a React application to consume the API endpoints exposed by the User and Chat services.
2. Implement authentication in the React app, including login and token management.
3. Use WebSocket clients in React to enable real-time chat functionality.