SENG 513 — Web-Based Systems
Assignment 3 - ReadMe

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Configuration and Execution

The github repository for the project can be found at https://github.com/VirtualWaffles/chat. To run the project navigate to the folder containing 'server.js' and run the following command:

```
$ node ./server.js
```

This will start the server component. From a web browser connect to the server via the IP of the hosting computer and the port number defined in 'server.js' (localhost:3000 is default when running all on the same machine).

Features

The program supports all required features of the assignment. Multiple clients can connect to the server and chat with one another in real time. When joining for the first time a random username will be assigned along with a default color. These can be changed in real time with the commands '/nick ¡name¿' and '/nickcolor ¡hex color¿' respectively. Once changed they will be preserved for twenty four hours across logins through the use of cookies. Your name plate above messages and in the online users section matches your color and is bolded and italicised. As clients join they are immediately supplied all connected user info as well as a chat history of all sent messages. New messages are added to the bottom of the log shifting older messages upwards with a timestamp of when they were added.

Limitations and Bugs

– This project has been tested only on Chrome and Firefox on the Linux machines in the math lab.

– The layout does not scale down to mobile. Use on anything smaller than a tablet doesn't really work.

– The scrollbar in Chrome is not so easy to change, so it is the hideous default.

– Code is kind of a mess. Given more time I would clean it up but my approach to the project was basically feature creep so things worse as time went on.