

Project Requirements Document

Project Title: Multi-User Chat App with Message History and Authentication

Intern Duration: 1.5 months (6 weeks)

Intern Name: Adithya V

Intern Role: Full-stack Developer Intern

Supervisor: Veer Yadav and Sandeep Rawat

Objective

Develop a web-based real-time multi-user chat application that includes user authentication and message history. The app should allow users to register, log in, join a global chat room or individual rooms, and send/receive messages in real time with message history persisted.

Key Features

1. User Authentication

- Register / Login / Logout
- Password hashing (e.g., bcrypt)
- Session management or JWT tokens
- Basic profile info (e.g., username, email)

2. Real-Time Chat

- One global chatroom (basic)
- Support for multiple rooms or direct messaging
- Socket-based communication (e.g., using **Socket.IO**)

3. Message History

- Messages stored in a database
- Load recent messages when a user joins the room
- Timestamps on messages

4. Frontend

- Simple and clean UI using HTML/CSS and a JS framework (Angular)
- Login/Register pages
- Chat interface with real-time updates
- Message input and display

Tech Stack (Suggested)

| Area | Technology |
|-----------------|---------------------------------|
| Frontend | HTML, CSS, JavaScript (Angular) |
| Backend | Node.js with Express |
| Real-Time Comm | Socket.IO |
| Database | MongoDB & Mysql |
| Auth | JWT / Express-session |
| Version Control | Git + GitHub |

Deliverables

| Phase | Week | Deliverables |
|---------------------|--------|---|
| 1. Planning & Setup | Week 1 | <ul style="list-style-type: none">- Finalize tech stack- Set up project repo- Plan architecture and UI |
| 2. Auth System | Week 2 | <ul style="list-style-type: none">- User registration and login- Authentication middleware- Basic UI for login/register |
| 3. Real-Time Chat | Week 3 | <ul style="list-style-type: none">- Set up Socket.IO- Enable sending/receiving messages- Basic chat UI |

| Phase | Week | Deliverables |
|---------------------------------------|--------|--|
| 4. Message Persistence | Week 4 | <ul style="list-style-type: none"> - Store messages in database - Load message history on login/room entry |
| 5. UI Improvements & Rooms (optional) | Week 5 | <ul style="list-style-type: none"> - Add chat rooms or user-to-user messaging - Improve UI/UX |
| 6. Testing & Documentation | Week 6 | <ul style="list-style-type: none"> - Fix bugs - Write README - Deploy on free hosting |

Evaluation Criteria

- Functional login and registration system
 - Ability to send and receive messages in real time
 - Message history works after refresh/login
 - Code structure and comments
 - Git commit quality and documentation
 - Final presentation/demo to the team
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Resources

- Socket.IO Docs
 - JWT Auth Guide
 - [MongoDB Docs](#)
 - React Docs
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Expectations

- Minimum 4-5 commits/week

- Weekly check-ins with mentor
 - Open communication for blockers
 - End-of-internship presentation/demo
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