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COMPUTER SCIENCE ENGINEERING

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Completed the project named as

Phase 1

FRONT END TECHNOLOGY

CHAT APPLICATION UI

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Phase 1 - Problem Understanding & Requirements

Problem Statement:
Users need a simple and responsive chat interface where they can send and receive messages in real-time. The application should handle multiple users, message updates, and maintain chat history in an intuitive UI.

Users & Stakeholders:
- End Users (students, professionals, teams)
- Developers (frontend engineers, backend engineers)
- Project mentor/faculty

User Stories:
1. As a user, I should be able to send messages instantly.
2. As a user, I should see real-time updates when someone sends a new message.
3. As a user, I should view a list of active chats/users.
4. As a user, I should be able to see chat history.

MVP Features:
- Chat input box with send button
- Message display area (sender & receiver differentiation)
- User list / active participants
- State updates for new messages
- Basic styling for readability

Wireframes / API Endpoint List:

- **Wireframes**:
    - Chat screen with sidebar (user list) and main chat area
    - Input text field + send button at bottom

- **API Endpoints (future integration)**:
    - POST /messages → send new message
    - GET /messages → fetch chat history
    - GET /users → list of active users

Acceptance Criteria:

- Users can send and view messages in the chat window.
- Messages update dynamically without page reload.
- UI is responsive and user-friendly.
- Basic chat history is maintained in session state.