Milestone Uno:

1. I am going to use TCP. Because I am prioritizing security over speed and UDP also doesn't maintain data consistency.
2. My plan is to just follow this milestones to build this project and learn as I go.
3. Some technical challenges are

* How to communicate through socket between two clients over the network and how java handles it.
* How to handle each client so that they can get service simultaneously.
* What is the format of data which passes through socket and how to control it?
* How to handle authentication process?

1. Java provides a neat package for socket. It has Serversocket which listens to a port for clients and clients can connect with server through that port. It is pretty easy and convenient. For communication bytes of data are passed through stream.
2. No, I haven’t.

Milestone Dos:

1. Done.
2. Done.
3. Done.
4. Done and it can be set from server.
5. In my application, For each client I have run a thread to provide asynchronous experience. So, it’s actually up to java how many clients it can serve up to. Actually it depends on cpu, os, workload. For more info : <https://stackoverflow.com/questions/763579/how-many-threads-can-a-java-vm-support>

Milestone Finale:

1. A login page will first open for a user in which user has to log in with username and password. Upon login user will see various chat room in which they are allowed. Upon entering a chat room user can chat with other clients.
2. Done.
3. Executable file is provided.