WebRTC based iOS app

Overview

An innovative healthcare company is providing solutions which are playing a major role in shifting company's vision to a consumer driven healthcare economy. Client has developed a WebRTC solution to meet their requirement and hosted on their servers. They use this solution in their core platforms to serve the needs of their customers. The WebRTC solution they developed has some performance issues and limitations for its usage. To improve the application performance and overcome the client has engaged Nexgile. We have improved the performance and developed an iOS app to help their users to communicate with others through the app.

Challenge

Main challenges in this project are analysing the issues in the existing solution. They have used a custom coding standards which took time to understand and allowing more users to join the same session.

Solution

Nexgile has analysed the existing application and its implementation. We identified network related configuration issues and the improper coding of some particular features which are creating the performance issues.

- We have changed the network configurations to pass through a proper channel to allow the feature to work in low bandwidth speeds as well
- Modified the code to bring it to a proper standard and removed unwanted logics to reduce the loops with in the code
- Developed iOS application based on WebRTC principles
- User can enable or disable their microphone, camera and speakers as per their requirement
- Developed a mechanism, where by initiating the call from web application it would generate a random room number and creates an invitation message
- User will enter the email IDs of the required attendees and can send email to them
- If required, user can even create their own room numbers as per there convenience

Key Benefits

- Improved the quality of the video and audio
- My enabling multiple users to join the room has reduced the pain points of the users