Project Description for Degree Projects
Department of Computer Science

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Supervisor:	Your supervisor at the university (if you already have been appointed a supervisor)
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Background

Real time communication is already here, we use it almost in a daily basis video conference calls, online gaming and of course video live streaming. WebRTC is not a new technique but it is not so highly used either. WebRTC is a peer-to-peer real-time audio/video and data exchange API built in to modern browsers, allowing for cross platform communication.

Problem formulation

The aim for this thesis will be proposing a architecture for real time communication using WebRTC. The solution must deal with cross device, security and synchronous playback.

Expected result

A architecture solution for real time communication (areas such as video conference, live streaming, file sharing) that deals with potential security risks and handles synchronous playback (every receiving end-user has same latency). Signaling server with low start up calls, and a easy to use api-demo to demonstrate the architecture.