

Project Proposal: Chat It

1. Project Title

Chat It – A Real-Time Social Media App with Shared Music and Mini-Games

2. Introduction

Social media platforms today primarily focus on content sharing and passive engagement such as scrolling, liking, and commenting. While these platforms connect people digitally, they lack features that promote *real-time shared experiences*.

Chat It is a next-generation social media application designed to bridge this gap. Along with standard Instagram-like features, Chat It introduces innovative functionalities such as **listening to music together** and **playing mini-games inside chats**, making online interaction more engaging, interactive, and meaningful.

3. Problem Statement

Current social media applications face the following limitations:

- Limited real-time interaction beyond messaging
- No integrated shared activities between friends
- Users rely on multiple apps for chat, music, and games
- Reduced emotional connection in digital communication

There is a need for a unified platform that combines social networking with real-time entertainment and interaction.

4. Proposed Solution

Chat It provides an all-in-one platform that enables users to:

- Share photos and videos like Instagram
- Chat in real time with friends
- Listen to the same music simultaneously with another user
- Play mini-games together inside chat

This combination transforms passive social media usage into an active and engaging experience.

5. Objectives of the Project

The main objectives of Chat It are:

- To enhance real-time user engagement
- To enable shared entertainment experiences
- To increase user retention and session duration
- To provide a scalable and secure social platform

6. Scope of the Project

Included in Scope

- User authentication and profile management
- Photo and video posts
- Stories feature with 24-hour visibility
- One-to-one real-time chat
- Shared music listening feature
- Mini-games inside chat (Tic Tac Toe, Quiz, etc.)
- Notifications and basic privacy controls

Excluded from Scope (Initial Phase)

- Group video calling
- Large-scale multiplayer games
- Advanced AI recommendations

7. Target Audience

- College students (18–25 years)
- Young professionals (18–30 years)
- Long-distance friends and couples
- Music and casual gaming enthusiasts

8. Technology Stack

Frontend

- React Native with Expo

Backend / BaaS

- Supabase
- Authentication
- PostgreSQL Database
- Realtime Engine
- Storage

APIs

- YouTube / SoundCloud API (Music streaming)

9. System Architecture (High Level)

The application follows a client-server architecture:

- Mobile App (React Native)
- Supabase Backend Services
- External Music APIs

The system supports real-time communication using Supabase Realtime.

10. Functional Requirements

- User signup and login
- Create, edit, and delete posts
- Follow and unfollow users
- Real-time chat messaging
- Synchronized music playback
- Real-time mini-game interactions
- Push notifications

11. Non-Functional Requirements

- High availability and reliability
- Secure data handling using Row Level Security
- Scalable architecture
- Responsive and smooth UI

12. Project Methodology

The project will follow an **Agile development approach**, divided into iterative sprints: - Requirement analysis - Design - Development - Testing - Deployment

13. Project Timeline (Estimated)

Phase	Duration
Requirement Analysis	1 Week
UI/UX Design	1 Week
Core Development	2 Weeks

Phase	Duration
Feature Integration	2 Weeks
Testing & Debugging	1 Week
Deployment	1 Week

Total Duration: ~8 Weeks

14. Expected Outcomes

- A functional MVP of Chat It
 - Improved real-time social engagement
 - Unique user experience compared to traditional social apps
 - Foundation for future scalability and monetization
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15. Feasibility Study

Technical Feasibility

The project is technically feasible using modern frameworks and Supabase's free tier.

Economic Feasibility

Initial development cost is minimal due to open-source tools and free services.

Operational Feasibility

The app is user-friendly and can be easily adopted by the target audience.

16. Conclusion

Chat It proposes a novel approach to social networking by combining communication, entertainment, and shared experiences in a single platform. With its unique features and scalable architecture, Chat It has the potential to redefine how users connect and interact online.

Project Status: Proposed

Document Version: 1.0