

# Project Proposal: Chat It

## 1. Project Title

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

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## 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.

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## 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.

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## 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.

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## 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

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## 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

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## 7. Target Audience

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

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## 8. Technology Stack

### Frontend

- React Native with Expo

### Backend / BaaS

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

### APIs

- YouTube / SoundCloud API (Music streaming)
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## 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.

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## 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
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## 11. Non-Functional Requirements

- High availability and reliability
  - Secure data handling using Row Level Security
  - Scalable architecture
  - Responsive and smooth UI
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## 12. Project Methodology

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

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## 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

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## 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.

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## 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.

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**Project Status:** Proposed

**Document Version:** 1.0