PROJECT DESIGN MS ENGAGE MENTORSHIP PROGRAMME 2021

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Multi user real time video chat application

TECH STACK
1. Node.js
2. Express
3. Socket.io
4. webRTC
5. HTML, CSS, JavaScript

FEATURES
1. Multi-participants
2. Toggling of video and audio stream
3. Screen sharing
4. Text chat
5. Mute individual participant
6. Expand participants' stream(full screen)
7. Screen Recording
8. Video Recording
9. Google sign in
10. Auto hyperlinking of URLs in the chat

The application has been hosted on **Heroku platform**. Heroku runs the app using **Dynos** which is a lightweight, isolated, Linux container.With a free plan, Heroku provides 550 hours of dyno per month. To preserve dyno hours from burning out or wasting, Heroku puts your app to sleep after 30 minutes of inactivity.

This is what makes the app **slow to load initially**. When the app's dyno is asleep, waking it up may take some time. But after the first load, it starts loading **pretty fast** because the dyno is active.

This is a **multi party application**, wherein many clients can be present in a particular room together. But the UI works best **upto 5 users**, that too with the **latest version of Google Chrome Browser.**

Github Repository: [Link]
Website Link: [Link]
Youtube Video Demo: [Link]