

# GoTalk

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# IDEA

GoTalk utilizes WebSockets for a real time client-server connection using Go's concurrency model ; enabling real-time, bidirectional communication.

# Outline

- 1 Tech Stack
- 2 Timeline
- 3 Plan of Action
- 4 Future Scope

# Tech Stack

- **Frontend**

- HTML/CSS
- JavaScript
- Bootstrap

- **Backend**

- Go (Golang)
- Gorilla WebSocket
- HTTP server

- **Database**

- MySQL

# Timeline

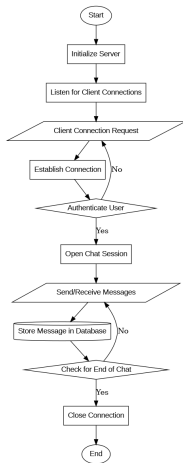
## Week 1

- Installation
- Basic http server
- Websocket integration

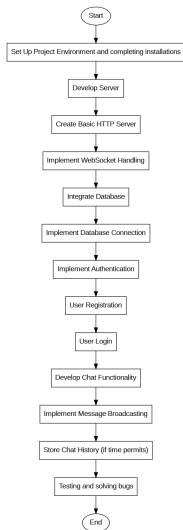
## Week 2

- Handling messages
- Chat history database
- User interface
- Documentation

# Plan of Action



# Procedure



# Future Scope

- Enhanced UI (file attachment, emojis, etc)
- Text Search capabilities
- End-to-End Encryption (E2EE)
- Polls, community features
- Machine Learning for usage pattern tracking



# Thank You

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