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.

AIM

- Learning the language Go
- Learning how to establish client server connection using WebSocket and HTTPs

Outline

Tech Stack

- **Frontend**
  - HTML/CSS
  - JavaScript
  - Bootstrap/ Tailwind CSS
- **Backend**
  - Go (Golang)
  - Gorilla WebSocket
  - HTTP server
- **Database**
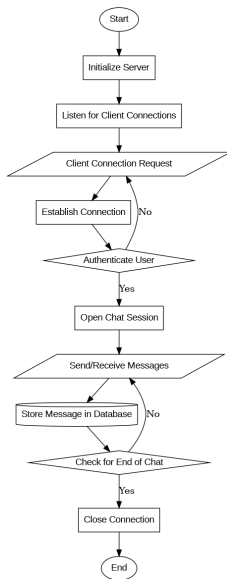 - MySQL

Timeline

Week 1

- Installation
- Basic http server
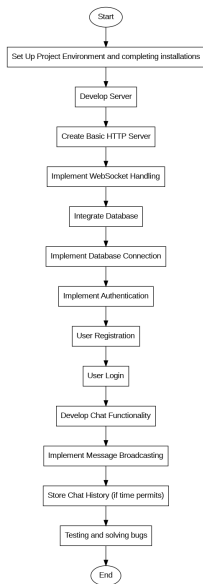- Websocket integration

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

Thank You

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