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

- Tech Stack
- Timeline
- Plan of Action
- Future Scope

Tech Stack

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



Timeline

Week 1

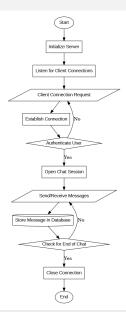
- Installation
- Basic http server
- Websocket integration

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

Thank You!