

# GoTalk

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HACKTIVISTS

# PROJECT AIM

To develop a real-time chat web application with bidirectional communication and chat history retrieval using Go, WebSocket and Firebase majorly.

Our main aim is to Learn the Go language and Firebase and learn how to establish a client-server connection using WebSocket .

# Tech Stack

- **Frontend**

- HTML/CSS
- JavaScript
- Bootstrap/Tailwind CSS

- **Backend**

- Go (Golang)
- Gorilla WebSocket
- Firebase Realtime Database

# Tasks Completed Till Now

- **Initial Setup:**

- Set up Go development environment.
- Created basic Go app with WebSocket support.

- **Firebase Integration:**

- Connected frontend with Firebase for authentication.
- Set up Firebase Realtime Database for chat data storage.

# Tasks Completed Till Now (Contd.)

- **Bidirectional Communication:**

- Implemented WebSocket-based communication.
- Established real-time messaging.

- **Past Chat Retrieval:**

- Retrieved past chats from Firebase.
- Displayed past chats upon user login.

# Tasks Completed Till Now (Contd.)

- **Basic UI Development:**

- Added basic styles for chat interface.
- Created simple layout for message display.

# tasks done after the last progress presentation (10.07.24)

- **Rooms Functionality:**

- Implemented separate chat rooms.
- Created three distinct chat rooms.
- Ensured message isolation per room.

- **Enhanced UI:**

- Improved chat interface design.
- Added user-friendly styles.

# Tasks to Be Done Ahead

- **Cookie Implementation:**

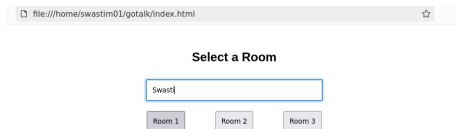
- Implement cookies for session management.
- Ensure persistent user login.

- **Further UI Beautification:**

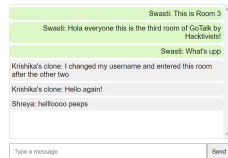
- Enhance visual appeal of the interface.
- Add interactive elements.
- Implement modern, responsive design.



# Current Chat Interface



# Rooms Functionality



# Conclusion

- Significant progress with real-time messaging and chat rooms.
- Upcoming enhancements for user experience.

**Thank you for your attention!**

Suggestions and Feedback welcomed.