

GoTalk

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GoTalk will utilize WebSockets for a real-time client-server connection, enabling real-time, bidirectional communication. It will use Firebase for authentication.

Aim

- Learn the Go language and Firebase
- Learn how to establish a client-server connection using WebSocket and HTTPS

Outline

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

Tech Stack

- **Frontend**

- HTML/CSS
- JavaScript
- Bootstrap/Tailwind CSS

- **Backend**

- Go (Golang)
- Gorilla WebSocket
- HTTP server
- Firebase JavaScript SDK
- Firebase Realtime Database

Timeline

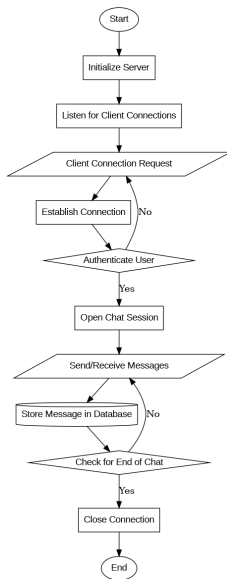
Week 1

- Installation
- Basic HTTP server
- WebSocket integration
- User Authentication using Firebase

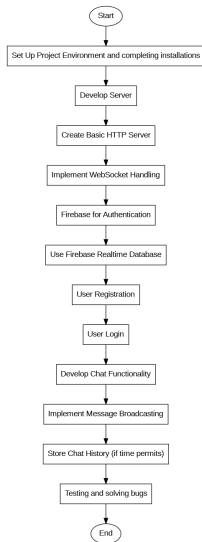
Week 2

- Handling messages
- Chat history
- 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

Thank You!