

1. Add Government
  - 1.1 Adding a special user class and password
  - 1.2 Implementing government commands in ChatEndPoint
  - 1.3 Backend code to retrieve the necessary data
2. Backlog from sprint 3
  - 2.1 Persist invitations
  - 2.2 User invitation class
  - 2.3 Accepts and Rejects for an invite
  - 2.4 Timestamp for messages
3. Implement login with password and add it to UI
  - 3.1 Frontend
  - 3.2 Authorization
  - 3.3 Connecting with backend
4. Refactoring and bug fixing
  - 4.1 Refactor ChatEndPoint in the end
  - 4.2 Reduce code smell issues in Sonarqube report
5. Logger
  - 5.1 Add a logger in ChatEndPoint or any other class
  - 5.2 Persist the logs