# Chat Application Assignment

## Server Application

* One Asp.NET Web API project
* One SignalR Hub called ChatHub
* The Chat Hub must allow
  + A user to Join (send message to other clients that a new user has joined)
  + A user to Leave (send a message to other clients that a user has left)
  + A user to send a message to other users (send the message to all other clients)

## Client Application

* One Unity Project
* One Scene
  + Must contain a UI that allows the user to Join the chat server with username
  + Must contain a UI that allows the user to send a text message to the server
  + Must contain a UI that displays all text messages from the server in a scrollable list
* Code to communicate with the chat server
  + Connect to the server
  + Join the ChatHub
  + Send messages to the ChatHub
  + Leave the Chat hub when the application closes