Instruction for the game,

Set MonoGameClient as start project as it isn't done by default.

HubConnection("http://localhost:49727");

Operations of the Game.

It's Pong so the W Key will move you up 1

S Key will move you down -1

A Key will move your left -1

and D Key will move you right 1

The Paddle will repel and move with the velocity the paddle is moving at,

IncreaseCollectable (Texture with I in the centre) will increase your score +1.

Score to win is 10.