We have built a server-client system with a server handling all messaging and any number of clients being able to publish messages to and listen to message from, that server.

Our implementation of the chat service uses Server-Side Streaming.  
  
The JoinChat method in the ChittyChat service uses server-side streaming, where the server continuously sends a stream of messages to the client once they join.

The client listens to this stream and receives messages and notifications (like joins, leaves, and published messages) in real-time.

The client calls JoinChat once, establishing a persistent connection, and the server keeps pushing messages as they become available.

This architecture ensures that clients receive updates from the server continuously.

The PublishMessage method is a one-time gRPC call from the client to the server. When a client sends a chat message, they make a single call to PublishMessage, which the server then broadcasts.