Multiplayer project

In this project we will create a users-management system which will:

1) Let the users see any logged in user and ask them for a game.

2) Let users play against each other (see each other moves have a chat during the game).

The project should go live, i.e. publish to Azure cloud and be playable from different devices.

The client and the server technologies are up to you.

For the communication between the players you should use a Web-Socket (Like SignalR or SocketIO).

The users will be saved in a data base and will have a authentication management (Sign up and login).

Single students will create a tic-tac-toe game. Students who works in pairs will create a backgammon game.