Assignment: WebSocket

Requirements

- Within a new or existing Node.js and Vue.js application, implement one or more features which add interactive, bidirectional client-server communication using the WebSocket protocol.
  - For Node.js, use the [Node.js WebSocket library](https://github.com/websockets/node-websocket).
  - For Vue.js, use the WebSocket API that is provided by the web browser.
- Deploy your finished application (including both the Node.js server application and the Vue.js client application) to Heroku.

Resources

- [Node.js WebSocket library](https://github.com/websockets/node-websocket)

Submission

1. Submit your project using Git and GitHub. Start by creating a repo for this assignment [here](https://github.com).
2. To pass off your project (required to receive credit), choose one of the following two options:
   - Show your completed assignment to the instructor during class or office hours using Google Meet.
   - Alternatively, you may record and submit to Canvas an audio/video screen capture that demonstrates **ALL** views and aspects of your completed project. Use your **recorded voice** to narrate your demonstration. You will only receive credit for what is demonstrated in your recording, so be sure to show all completed requirements.