This project is born from the necessity of creating a server that supports multiuser applications in real time. Due to the fact that diverse solutions to this necessity do exist in the nowadays market, at the beginning of this project we study those solutions and set some concrete objectives. So, the following step will be to study the technologies used in the development of the application, as well as the programs of development themselves. Later on, we design a protocol of communications that will establish the guidelines of the information exchange. Next to this, we will design and implement the application server. From the creation of this server derives the necessity of creating two client applications that pretend to be a guide that allows future programmers to develop new client applications and to configure the server successfully. After all that, we will analyze the yield and lifting capacity of the server, and we will verify that it fulfils the expectations arranged previously. Finally, we will document the project with this memory paper. The server, the communication protocol and the two client applications all together, conform a whole robust and scalable platform.