

uludus/fightingapp android

Android application for an AI assisted martial arts learning platform.

Initially created for Tesonet's AI-only hackathon where we won 3rd place. Heavily vibe-coded, but fairly understandable, just very messy and not really clean.

Main results?

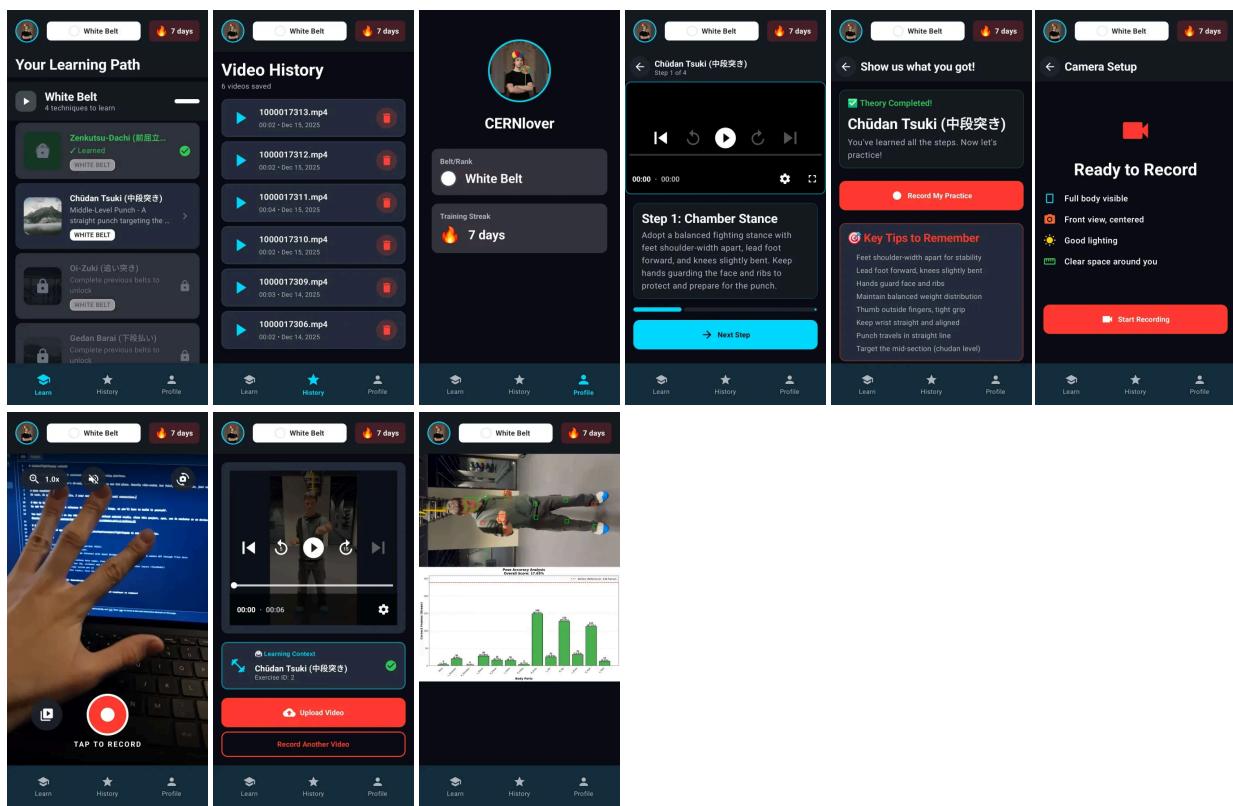
5k cash, 2k google cloud credits, 2 year nordvpn, 5gb saily, cool connections.

How to launch yourself?

No apk because I can't make releases for this and it'd be large, so you'll have to build it yourself.

You build it pretty much as any other android app - download android studio, clone this project, sync, run in emulator or on device. [This is a great resource if you've never had to do this.](#)

Screenshots



(the last video is sideways lol, lil backend error but it works whatever)

App layout

As any other android app - go to app/src/main/java/com/arnasmat/fightingapp to see the app files.

General overview:

```
FightingApplication is for Dependency injection (Hilt)
MainActivity is the application entrypoint.
| data - everything to do with data. We interact with local databases (datastore/sqlite) & remote API through
| di - dependency injection.
| domain - models, domain, etc., various data types, classes we work with
| presentation - everything you see (UI, screens) and the bridge between UI and other layers (ViewModel)
| ui.theme - general theme, design system per se
| util - useful things for other layers, here the only file is sounddetector
```

app/build.gradle.kts for all dependencies.

What I learned

- Working with camera and videos on android (camerax and medai3 exoplayer on compose)
- Interaction between views & compose
- Dagger-Hilt
- Vibe-coding on android
- Making android apps quick
- Permissions stuff

Technologies

- Kotlin & coroutines
- General android libs & viewmodels
- Jetpack Compose & Material3 for UI
- MVVM architecture
- Dagger-Hilt for DI
- Camerax
- Datastore
- Retrofit on OKHttp
- Coil