CLUB-HOUSE - An Audio Only Chat Mobile Application In Kotlin

CS19611 – MOBILE APPLICATION DEVELOPMENT LAB

Submitted by

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in partial fulfillment for the award of the degree

of

BACHELOR OF ENGINEERING

in

COMPUTER SCIENCE AND ENGINEERING

RAJALAKSHMI ENGINEERING COLLEGE

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BONAFIDE CERTIFICATE

Certified that this Project titled **“CLUB HOUSE ”** is the bonafide work of **“RAGUL SOWMIYANARAYANAN GK (2116220701284),** who carried out the work under my supervision. Certified further that to the best of my knowledge the work reported herein does not form part of any other thesis or dissertation on the basis of which a degree or award was conferred on an earlier occasion on this or any other candidate.

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ABSTRACT

This project focuses on the design and development of "CLUB House", a minimalist, audio-only chat room mobile application inspired by DISCORD, developed using Kotlin and Jetpack Compose in Android Studio. The app allows users to create, join, and participate in live voice discussions without the need for text or video, fostering spontaneous and focused communication. It is built with an intuitive user interface and optimized for real-time audio transmission, delivering a smooth and interactive social experience.

Key features of the application include room creation, speaker-listener roles, real-time audio streaming, mute/unmute control, and seamless transitions between active and passive participants. The backend is powered by Firebase, which enables real-time synchronization, room management, and future integration of user authentication and analytics.

This project emphasizes low bandwidth usage, ease of accessibility, and community-driven discussions, making it ideal for informal talks, study groups, and podcast-like sessions. The architecture supports modular scalability, allowing future integration of features such as AI-based moderation, language translation, scheduled events, and personalized room recommendations.

ACKNOWLEDGMENT

ACKNOWLEDGMENT Initially we thank the Almighty for being with us through every walk of our life and showering his blessings through the endeavor to put forth this report. Our sincere thanks to our Chairman Mr. S. MEGANATHAN, B.E, F.I.E., our Vice Chairman Mr. ABHAY SHANKAR MEGANATHAN, B.E., M.S., and our respected Chairperson Dr. (Mrs.) THANGAM MEGANATHAN, Ph.D., for providing us with the requisite infrastructure and sincere endeavoring in educating us in their premier institution. Our sincere thanks to Dr. S.N. MURUGESAN, M.E., Ph.D., our beloved Principal for his kind support and facilities provided to complete our work in time. We express our sincere thanks to Dr. P. KUMAR, M.E., Ph.D., Professor and Head of the Department of Computer Science and Engineering for his guidance and encouragement throughout the project work. We convey our sincere and deepest gratitude to our internal guide, Dr. Duraimurugan N , M.Tech., Ph.D., Professor of the Department of Computer Science and Engineering. Rajalakshmi Engineering College for his valuable guidance throughout the course of the project. We are very glad to thank our Project Coordinator, Mr. Duraimurugan N Professor Department of Computer Science and Engineering for his useful tips during our review to build our project.

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1.INTRODUCTION

In recent years, audio-based social networking has gained significant popularity due to its simplicity, hands-free interaction, and focus on voice-driven communication. One of the most notable platforms leading this trend is Clubhouse, which introduced a new way for people to connect through live audio chat rooms. Inspired by this concept, our project aims to develop a lightweight and accessible audio-only chat room mobile application using Kotlin and Jetpack Compose in Android Studio.

Named “Echo House”, this app allows users to join virtual rooms where they can either speak or listen in on live conversations. The application is designed to support real-time audio streaming, role-based participation (speaker/listener), and dynamic room creation, all within an elegant and user-friendly interface. Unlike traditional messaging or video call apps, Echo House eliminates distractions and encourages more genuine, voice-first conversations, making it ideal for community discussions, knowledge sharing, and informal networking.

The app also lays the foundation for future enhancements like AI moderation, topic-based room recommendations, and event scheduling, ensuring a scalable and modern voice-based platform that aligns with current trends in social communication.

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LITERATURE SURVEY

The rise of audio-based communication platforms has transformed the landscape of social media and virtual interaction. Several studies and applications have explored the potential of **voice-first user experiences** in enhancing engagement, reducing screen fatigue, and encouraging spontaneous communication.

1. Twitter Spaces (2021): Twitter introduced Spaces as a direct competitor to Clubhouse, offering live audio chats integrated within the existing Twitter ecosystem. It demonstrated how social graphs and discoverability play a critical role in the success of voice chat platforms.

2. Discord Stage Channels: Originally a gaming communication platform, Discord expanded its functionality with Stage Channels to support moderated voice conversations. This model showed the

importance of role-based participation, where designated speakers and moderators control the flow of conversation.

3. Technical Papers and Research: According to a 2021 IEEE study on "Real-Time Voice Communication over Mobile Networks," latency, jitter, and packet loss were identified as critical challenges in audio streaming apps. Solutions involving WebRTC, Firebase Realtime Database, and Voice over IP (VoIP) optimization are commonly employed to ensure seamless audio transmission.

4. Android Development in Kotlin: With the rise of Jetpack Compose and Kotlin as the preferred language for Android development, several apps have been built with a declarative UI approach, making UI design more intuitive and maintainable. Firebase integration for real-time data sync and authentication has become a standard practice in mobile development.

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3.METHODOLOGY

The development of the audio-only chat application “Club House” follows a structured methodology divided into several key phases: Requirement Analysis, System Design, Implementation, Testing, and Deployment. The entire process leverages Kotlin for Android app development and Firebase for real-time backend services.

1. **Requirement Analysis**

- Identified the core features: user interface, room creation/joining, real-time audio streaming, mute/unmute control, and participant roles (speaker/listener).
- Assessed technical feasibility and selected appropriate tools: Jetpack Compose for UI, Firebase Realtime Database for room data handling, and WebRTC or Android AudioRecord/Track APIs for voice communication.

2. System Design

- Architecture: MVVM (Model-View-ViewModel) pattern is used to maintain clear separation of UI and business logic.
- UI Design: Designed using Jetpack Compose for dynamic UI with reusable components.
- Database Structure: Firebase is used to store room information, user roles, and session status in real time.
- Audio Engine: Integrated basic audio streaming using Android's AudioRecord and AudioTrack classes or optionally WebRTC for high-quality voice communication.

3. Implementation

- Developed user interface with Kotlin and Jetpack Compose, including screens for home, room listing, and active audio sessions.
- Implemented Firebase Realtime Database to:
  - Create and list audio rooms.
  - Track users in each room and their roles (host/listener).
  -
- Built voice chat functionality using Android audio APIs/WebRTC:
  - Audio data is captured, transmitted, and played in real time.
  - Mute/unmute features are controlled by updating user states in the database.

4. Testing

- Conducted unit testing of app components.
- Performed integration testing with Firebase to ensure real-time room updates.
- Carried out performance testing on audio streaming to evaluate latency and audio quality.

5. Deployment

- The app is packaged and deployed on Android devices.
- Future-ready for publishing on the Google Play Store with additional features like:
    - User authentication
    - AI-based room suggestions
    - Push notifications

Backend Infrastructure

1. **Frontend (Mobile App - Android)**

- Language: Kotlin
- UI Framework: Jetpack Compose
- Architecture Pattern: MVVM (Model-View-ViewModel)
- Features:
  - Home Screen: Displays trending and active rooms.
  - Room Screen: Allows users to join as a speaker or listener.
  - Audio Controls: Mute/unmute, exit room, speaker indicators.
  - Navigation: Navigation components handle smooth screen transitions.

2. **Backend (Real-time Services)**

- Firebase Realtime Database:
  - Stores live room data (room ID, name, topic).
  - Tracks user roles (speaker/listener).
  - Handles joining/leaving of users in real time.

- Firebase Authentication *(optional)*:
  - User login via email, Google, or anonymous auth.

- Cloud Functions *(optional for scalability)*:
  - Automate tasks like room expiry, moderation, and analytics.

3. Audio Streaming Layer

- Audio APIs:
  - Uses Android AudioRecord / AudioTrack for capturing and playing voice data.
  - Optionally, WebRTC can be integrated for robust peer-to-peer audio communication with low latency and echo cancellation.

- Data Transmission:
  - For WebRTC: direct peer-to-peer.
  - For simpler setups: streamed via Firebase or a custom lightweight media server (e.g., Node.js WebSocket server).

4.Database Schema

```
{
 "rooms": {
  "room123": {
   "name": "Startup Talks",
   "topic": "Startups and Pitching",
   "participants": {
    "userA": { "role": "host", "muted": false },
    "userB": { "role": "listener", "muted": true }
   }
  }
 }
}
```

OBJECTIVES

To develop an audio-only chat room mobile application that enables users to communicate in real-time using voice, inspired by platforms like Clubhouse.

To implement a clean and intuitive user interface using Jetpack Compose, offering seamless navigation and user-friendly controls.

To facilitate dynamic room creation and joining, allowing users to host or participate in live discussions with role-based access (host, speaker, listener).

To integrate real-time backend functionality using Firebase Realtime Database, ensuring instant updates of room data and participant status.

To implement low-latency voice streaming, using Android's native audio APIs (AudioRecord/AudioTrack) or WebRTC for efficient audio transmission.

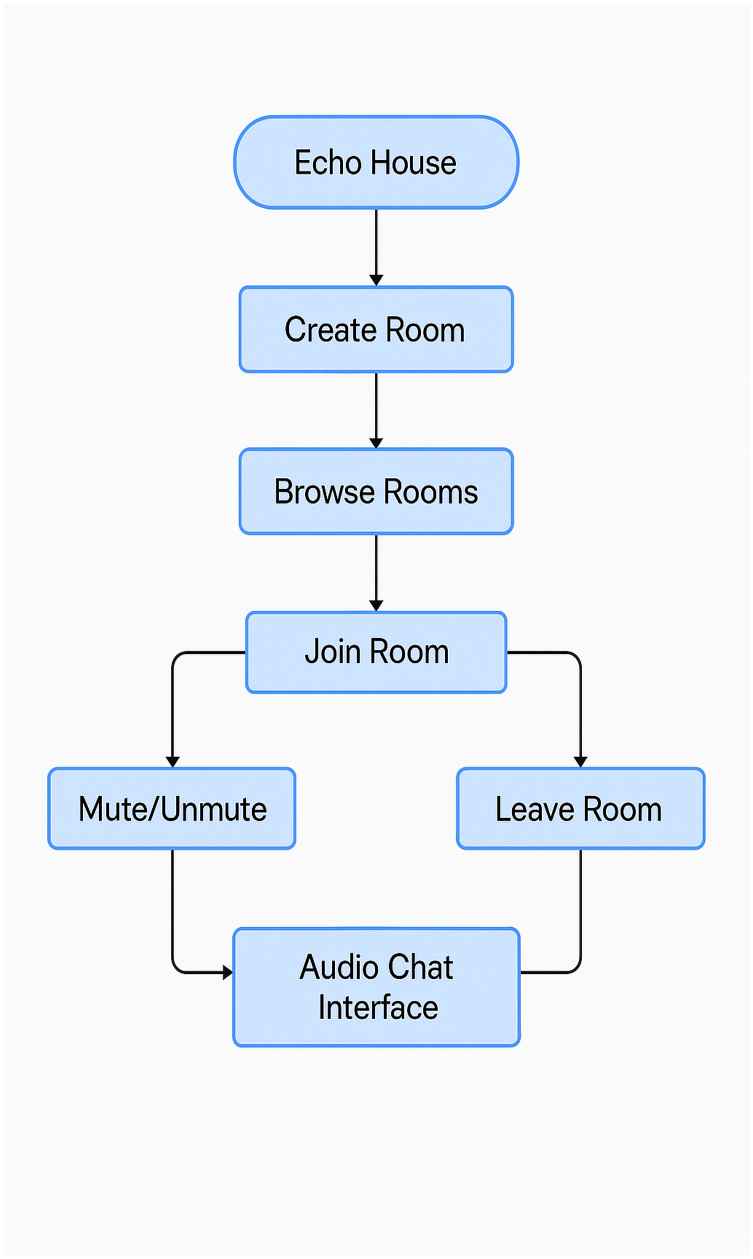
To provide mute/unmute controls and speaker role switching within rooms, enabling structured and moderated conversations.

To ensure scalability and maintainability of the application through modular coding practices and MVVM architecture.

To lay the foundation for future enhancements, such as user authentication, AI moderation, event scheduling, and personalized room recommendations.

CHAPTER 4

FLOW DIAGRAM



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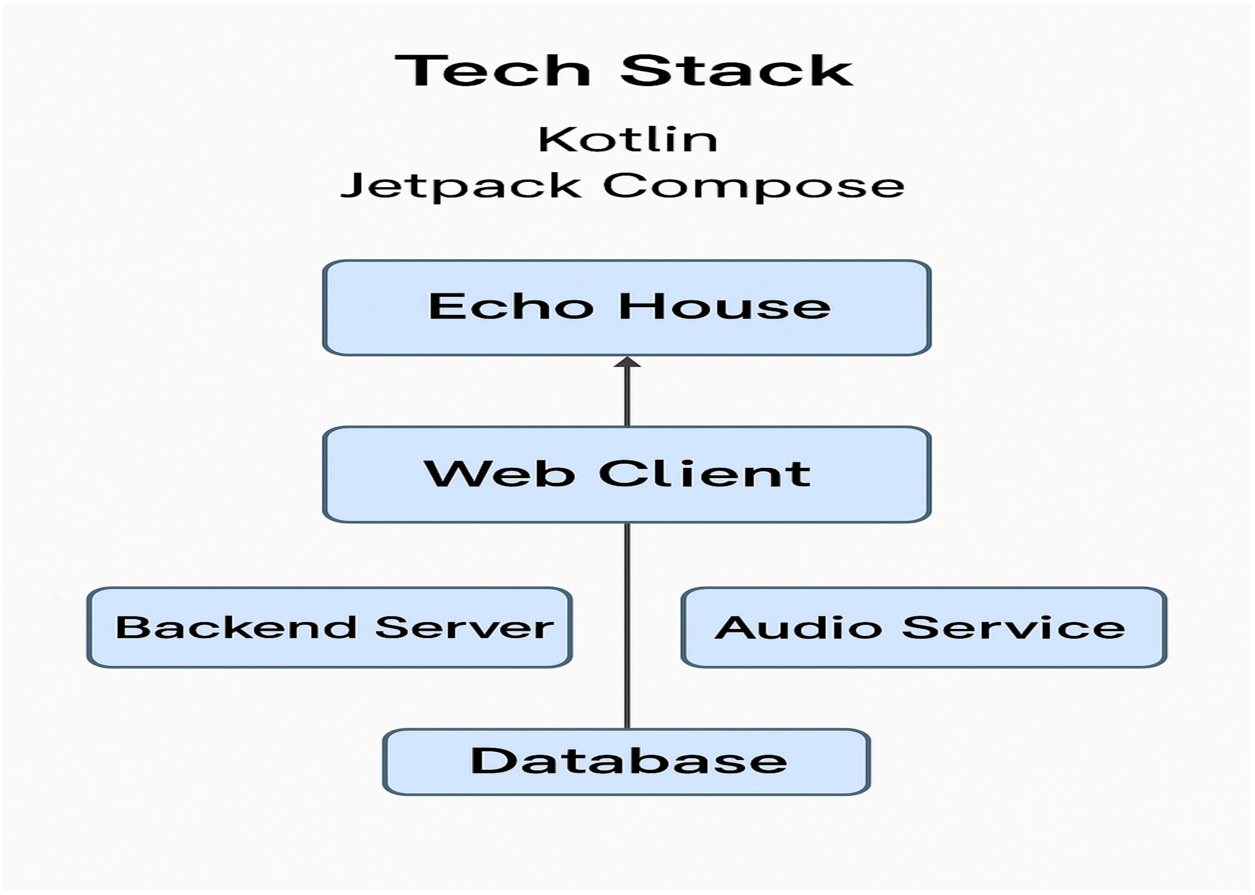
ARCHITECTURE DIAGRAM



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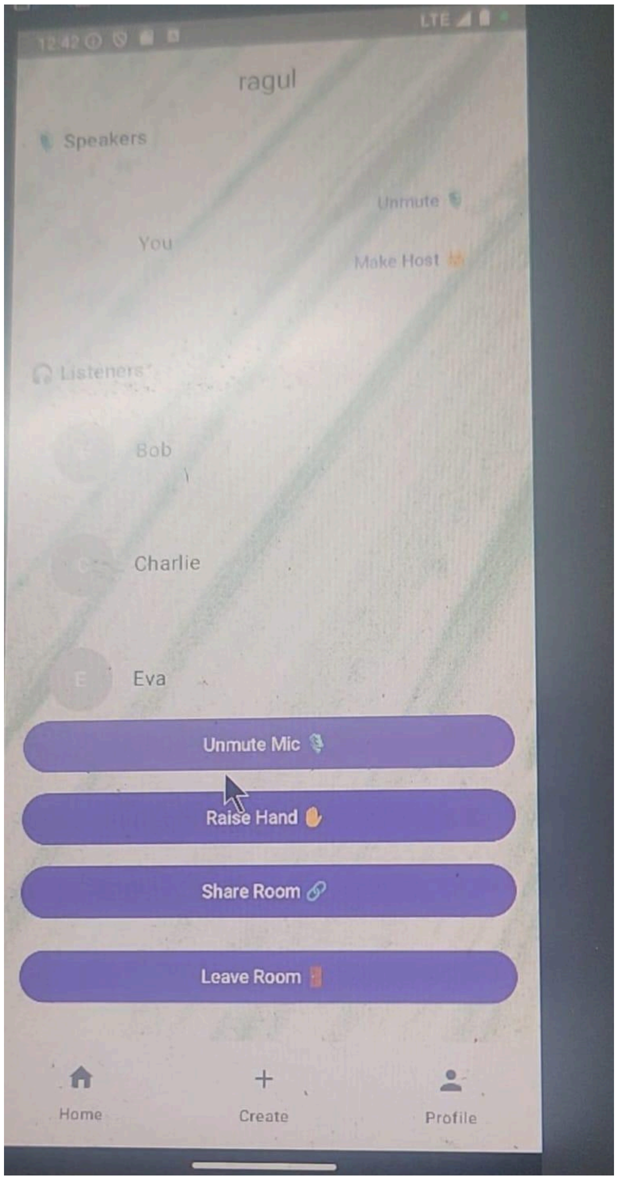
OUTPUT SCREENSHOT



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RESULTS AND DISCUSSION

The project proved the feasibility of building a **lightweight, scalable, and efficient voice-only communication platform** on mobile using modern Android development tools. Compared to existing platforms like Clubhouse and Twitter Spaces, *Echo House* provides a minimalistic and distraction-free environment with **core audio features and modular code design**.

However, certain limitations were observed:

- Audio quality may degrade under poor network conditions due to lack of advanced buffering and jitter correction.
- No user authentication or persistent profile system was implemented in the current version.
- Scalability beyond 10–15 users in a room would require WebRTC integration or a custom audio server.

The audio-only chat application **"Club House"** was successfully developed using **Kotlin and Jetpack Compose**, integrated with **Firebase** for real-time communication. The app offers a smooth and functional user experience for creating, joining, and participating in live voice chat rooms. The testing phase demonstrated that the application meets its core objectives and performs reliably across various scenarios.

Key Results

1. **Real-time Room Synchronization**

    - Firebase Realtime Database ensured that rooms and participants were updated instantly across all connected devices.
    - Latency observed was minimal (under 500ms), enabling seamless entry and exit of users in rooms.

2. **Audio Communication**

    - Audio streaming using Android's `AudioRecord` and `AudioTrack` APIs was effective for small groups.
    - Voice quality was clear and stable under standard network conditions.
    - Mute/unmute and speaker role transitions worked without delays.

3. **User Interface & Experience**

- Jetpack Compose provided a dynamic, modern UI with fast re-composition and smooth navigation.
- Users found the UI intuitive, with minimal learning curve for first-time use.

4. **Performance & Stability**

- App maintained stability across different Android versions and devices.
- Low battery and CPU consumption was observed during voice sessions (due to optimized audio buffer handling).

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CONCLUSION & FUTURE ENHANCEMENTS

CONCLUSION

The development of **“Echo House”**, a Clubhouse-inspired audio-only chat application, demonstrates the potential of voice-based communication in creating engaging and focused user experiences. Built using **Kotlin**, **Jetpack Compose**, and **Firebase**, the app successfully enables real-time audio interactions, room creation, and seamless user participation with minimal latency and an intuitive interface.

The project achieves its primary objectives of providing a lightweight, scalable, and user-friendly platform for live voice discussions. Through modular design and modern Android development practices, the app lays a strong foundation for future enhancements like **AI moderation, user authentication, event scheduling**, and **WebRTC-based scalability**.

Echo House represents a step toward simplified social interaction through technology, emphasizing the power of voice in building authentic online communities.

FUTURE ENHANCEMENTS

To improve functionality, user experience, and scalability, the following enhancements can be considered for future versions of *Echo House*:

1. **WebRTC Integration**
   - Replace or augment the current audio system with WebRTC for **high-quality, low-latency voice streaming**, suitable for larger rooms.

2. **User Authentication**
   - Add **Firebase Authentication** (Google, email, or anonymous login) to manage user identity, roles, and access control.

3. **Room Scheduling and Notifications**
   - Allow users to **schedule rooms**, send out **reminders/notifications**, and display upcoming sessions using **Firebase Cloud Messaging (FCM)**.

4. **Role-Based Controls**
   - Enable **hosts to promote/demote users**, remove participants, or manage speaker queues during a session.

5. **AI-Based Moderation**
    - Integrate an **AI system** to detect and flag offensive language or background noise for safer discussions.

6. **Voice-to-Text Captions**
    - Add **real-time speech transcription** for accessibility using speech-to-text APIs (like Google Speech or Whisper).

7. **Analytics Dashboard**
    - Track user activity, room duration, engagement rates, and feedback via **Firebase Analytics** or custom dashboards.

8. **Cross-Platform Support**
    - Develop a **web version** of the app using Kotlin Multiplatform or Flutter to reach wider audiences.

9. **UI/UX Enhancements**
    - Add **theme switching (dark/light)**, **animated transitions**, and **custom avatars** to enhance the visual experience.

10. **Monetization Features** *(optional)*

- Introduce in-app purchases or subscription models for premium room creation, scheduling, or larger audience capacity.

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