

### Project Name

### Payment System

### Customer

### A well-known payment system owner

The Customer needed to create a new version of their iOS client for online e-payment service .

The developed application enables its users to make online payments in an easy and comfortable way: users can browse through the payment categories and look through the payment history. The app also enables users to transfer money to friends and search through replenishment points.

The application was developed using async-architecture to provide fast and reliable UI and deliver outstanding user experience.

#### Technologies and tools:

MacOS X 10.6, XCode 3, iPhone SDK 4.0, UIKit



### Project Name

### Endless Racing Game

### Customer

### [Novocortex \(The Netherlands\)](#)

The “Endless Racing Game” is the first ever multiplayer racing game that exploits the new peer-to-peer technology for iPhone to build a continuous racing track so that the car jumps from one device to another. After finishing one level the game continues on the next user’s iPhone. This is a remarkable example of an interactive phone game developed by ScienceSoft.

The game was downloaded more than 300,000 times in its first month in AppStore, the video was viewed more than 130,000 times in its first week on Youtube and achieved #1 Most Viewed This Month (in the Gaming category).

#### Technologies and tools:

MacOS X 10.5, Xcode 3, iPhone SDK 3, Cocos2D engine, GameKit framework

[Endless Racing Game at App Store](#)



Project Name

SipPhone

Customer

[Glotes \(Russia\)](#)

The Customer requested an iPhone application that would provide VoIP dialing & call handling.

The Customer needed several additional features for the existing VoIP iPhone application to be implemented as it was able to perform only loopback VoIP based calls.

ScienceSoft developed the app that fully supported incoming & outgoing VoIP calls.

#### Technologies and tools:

MacOS X 10.6, XCode 3, iPhone SDK 3, UIKit, pjsip library



Project Name

AlloPhoto

Customer

[CLT Services \(France\)](#)

The Customer required a professional photo store.

Using the designed application end-users can look through various albums and choose new photos for their own collection. Each album placed in the store can be previewed by 5 photos contained in it. When users are offline they can view the downloaded albums collection only.

One of the advantages of the developed app is the fact that it allows to display the most popular published albums, as well as browse all albums.

#### Technologies and tools:

Mac OS X, iPhone SDK, XCode IDE, Objective-C



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## Project Name

News Application

## Customer

A British consulting company

The Customer decided to develop an iPhone application for their online service that provides professional-grade news and market data to subscribers.

The developed app provides users with fast access to the service content from their mobile phones.

The app allows users to read leading technology and telecom market insights, see summaries of latest published market researches and data, explore worldwide industry events for business leaders.

This solution was also developed for Android platform.

### Technologies and tools:

MacOS X 10.6, XCode 3, iPhone SDK 4.1, UIKit, Tapku library, JSON.



## Project Name

Booking service app

## Customer

Mobile software development company

The Customer needed an iPad application that provides users with online hotel booking service.

The developed app enables users to search, browse and navigate thousands of well-known hotels. Users get access to all the hotel options, ratings, photos & reviews. It is possible to add a hotel website to favorites and browse them even in an offline mode.

Fast and convenient booking is possible directly through the app using credit card or PayPal.

### Technologies and tools:

Xcode 3, iOS SDK 3.2, SOAP web-services integration, CoreLocation framework, customized UI controls

### Project Name

Your Nutrition Matters

### Customer

You deserve better

The Customer needed an application that provides information about nutritional value of listed products and most suitable diets for people with certain blood type. Besides, user can also find such facts as a nutrition value, glycemic index, and the values of protein, fats, and carbs in each product. The developed app allows users to purchase the necessary diet type from the Internet and get application updates. Once the application has been downloaded, all the information is available to the user in an offline mode.

#### Technologies and tools:

xCode 4.0, iPhone SDK 4.3, UIKit, CoreData, MapKit



### Project Name

IPTV Client

### Customer

A Russian IT Company

The Customer needed an iPad application that will be fully integrated with an IPTV service of the Customer's content provider.

Designed app has the list of available channels, grouped in categories. The app can connect to the channel and allows users to watch programs, retrieve channel's program guide and display it in a user-friendly way, highlighting current program and allowing users to flip through the dates on which programs are available. Users can also view video details, download trailers and buy videos.

#### Technologies and tools:

MacOS X 10.6, XCode 3, iPhone SDK 4.3, UIKit, ASIHTTPRequest



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## Project Name

Tram Schedule App

## Customer

National Public Transportation Network

The Customer needed an app that displays all the necessary information for the passengers of a public transportation network.

Real-time forecasts of tram arrivals at each stop, live travel updates, identifying user's nearest stop and getting directions to it, fare calculations and checking operating hours were implemented through the integration with the transportation network server.

Since keeping the interface secure was one of the main goals of the project, on-server data encryption and its on-client decryption after retrieval were implemented.

This application also was developed for WP7 and Android platforms.



### Technologies and tools:

MacOS X 10.6, XCode 3, iPhone SDK 4, UIKit, MapKit, CoreLocation, WebKit, ASIHTTPRequest.

## Project Name

Minesweeper

## Customer

Software development and consulting company

The Customer needed an iPhone/iPad 2D application to present classic Minesweeper game in a new style.

The developed game contains nice graphics & smooth colorful animations. In addition to the traditional Minesweeper game, the developed app enables users to earn rewards & track global High-Score list in GameCenter.

### Technologies and tools:

Xcode 3, iOS SDK 3.2, Cocos2d, Apple GameCenter integration

## Project Name

Look of Love

## Customer

Jesta Digital

The Customer needed an entertaining application that shows if another person could be a match to the device owner or not. The developed app simulates eye scanning with animation and gives out a random decision about users' attraction to each other.

The app gives a user a hidden ability to influence the results by touching the screen in predefined area.

### Technologies and tools:

MacOS X 10.6, XCode 3, iPhone SDK 3, UIKit



## Project Name

Solution for Media Agencies

## Customer

Integrated marketing solutions provider

The Customer has a unique package combining modeling services, consultancy and software for communication specialists and media agencies. The Customer decided to make the solution available on iPad to give more flexibility to users.

The developed application communicates with the server to retrieve and update necessary data. The received data is displayed on iPad in a user-friendly way in the form of tables and charts.

According to the Customer's request the application was designed with an easily changeable interface and multilingual support.

### Technologies and tools:

Mac OS X 10.7, iPhone 5.0 SDK, XCode 4.2 IDE, Objective-C 2.



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## Project Name

Big Apes Love Blondes

## Customer

[Novocortex](#)

The Customer was interested in a casual game where user should catch runaway blondes and protect them from enemies.

The developed app is based on two main characters: blondes and apes. Users should try to keep as many blondes in the nest as possible while they are trying to escape. Users should kill enemies by tapping the screen, catch runaway blondes with two fingers (the app was developed using a multi-touch technology) and drag them back to the nest. If 3 blondes are lost, the mission is failed and game is over.

### Technologies and tools:

MacOS X 10.5, XCode 3, iPhone SDK 3, Cocos2D engine, GameKit framework

[Big Apes Love Blondes at App Store](#)



## Project Name

Halloween Application

## Customer

[Jesta Digital](#)

The Customer needed an entertaining casual game to create a Halloween mood.

A sound pad featuring twelve different Halloween sound effects was developed. Sounds can be played by tapping a button with a corresponding icon.

The application also contains a countdown - so users can track days remaining before the holiday.

### Technologies and tools:

MacOS X 10.6, XCode 3, iPhone SDK 3, UIKit, AudioKit, AudioHue

[Halloween Sound Pad at App Store](#)



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## Project Name

Augmented Reality widget

## Customer

Mobile software provider

The Customer needed a widget, that could display points of interest (POI) on an iPhone's camera view and could be embedded into native iPhone applications.

As a result, Augmented Reality view within iPhone camera view was implemented. It allows to add real-time information about locations and points of interest on a user's phone. Combining iPhone camera, GPS, and compass functions, it automatically detects what direction the user is facing and provides an alternate layer of information about their surroundings.

### Technologies and tools:

MacOS X 10.6, XCode 3, iPhone SDK 3.1, UIKit, MapKit, CoreLocation



## Project Name

POI service app

## Customer

Mobile software provider

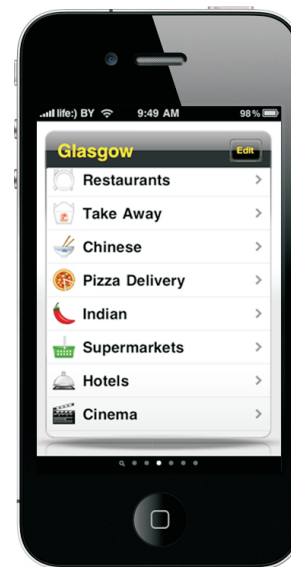
The Customer needed an application targeted for points of interest (POI) services in England that would present information about different places for selected locations.

The developed app can have up to 9 location tabs that contain all information about shops, restaurants, cinemas and other places of interest in the selected area.

One of the main advantages of the app is that it enables users to dial phone numbers contained in details as well as share information with friends via SMS and send emails right through the app.

### Technologies and tools:

MacOS X 10.6, XCode 3, iPhone SDK 3, UIKit, MapKit, CoreLocation



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## Project Name

Sales assistant app

## Customer

[Millhouse 1889](#)

The Customer required an iPhone/iPad assistant tool for sales persons that could work as a mobile part of an enterprise solution.

The app significantly simplifies work process: it can route a salesman to potential clients, present all information about property owners, house size and allows to evaluate exterior damage using sketching tools and Google Maps shots. The app also has a special feature for photos which allows to take shots with hotspots and magnify selected ones. The feature is valuable for insurance companies to view the damage of the property.

### Technologies and tools:

Xcode 4, iOS SDK 4.0-5.1, UIKit, HTTP+JSON service integration



## Project Name

MobileTV Application

## Customer

A mobile TV and video provider

The Customer needed an application for watching TV channels on mobile phones. The service is available upon subscription and the application enables users to watch not only pre-recorded shows, but also live translations of various sport events.

End-users have direct access to different web based services relevant to the content they are viewing in real time mode. The developed app also allows to discuss episodes through popular social channels (Twitter, Facebook).

The app was also created for Windows, Mac & Linux in HTML5, and ported to WP7 & Android devices.

### Technologies and tools:

Mac OS X, iPhone SDK, XCode IDE, Objective-C, Facebook iOS SDK, Google Analytics iOS SDK, TestFlight iOS SDK



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## Project Name

Gambling-orientated Game Platform

## Customer

IT Company

The Customer needed a flexible and extensible platform for writing gambling-oriented games for all mobile and desktop platforms, with their subsequent monetization and integration with billing and payment systems.

All of business logic and game data are located on the server, while mobile apps use game protocol that interacts with the server. Thus, a client can be used for multiple games. Designed application allows the Customer to collect all the games together which makes service more attractive for end-users.

Mobile clients support audio, video, rich animation, custom fonts, styles and skins. The platform continues to evolve by adding new device capabilities as motion, sensor, NFC to stay on the edge of the market.

### **Technologies and tools:**

CoreGraphics (provides drawing and animations), UIKit, CoreAudio + Objective-C language, Apache Velocity Engine technology + XPath language

## Project Name

SmartPlan

## Customer

[Millhouse 1889](#)

The Customer needed an app that makes fast and accurate house exterior and interior measurements.

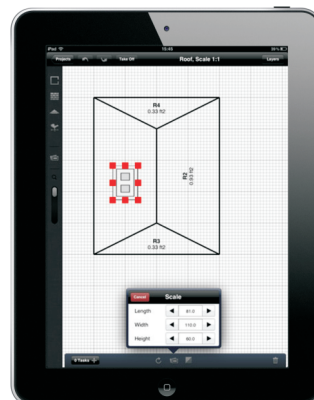
The developed application enables users to draw and calculate area and perimeters using a build-in sketch tool and Google Maps shots. The app contains several handy tools used to create diagrams fast and easy: it is possible to use Google Maps shots to outline an exact contour of a house roof.

The application is ideal for all users, including sales, customer service and insurance services specialists.

### **Technologies and tools:**

Xcode 4, iOS SDK 4.2-5.1, UIKit, HTTP+JSON service integration

[SmartPlan at AppStore](#)



Project Name

Cameras' management app

Customer

Finnish IT Company

The Customer needed an application that provides users with access to their servers & cameras on mobile devices. The developed app allows users to manage watching site list and get information about how many cameras or watching devices are available for a particular site. A user-friendly interface provides quick access to cameras and switches between them fast. The application also allows time-shift in video recording buffer.

The application is implemented as a universal binary for iPhone, iPod touch & iPad devices. The UI is optimized differently for iPhone & iPad devices, so it can provide the best user experience for each specific device.

#### Technologies and tools:

Mac OS X, iPhone SDK, XCode IDE, Objective-C



Project Name

Open taverns tracker

Customer

Austrian IT Company

The Customer needed a simple and handy application that would allow users to track open taverns nearby.

The developed app helps users to find a tavern in a short time and it shows not only the list of all taverns that are open today but also gives details, contact information and their locations on the map.

#### Technologies and tools:

Objective-C, iOS SDK, Xcode, XML, REST services, MapKit, UIKit framework.

Project Name

Heart rate tracker

Customer

American IT company

The Customer needed an application for tracking users' heart rate.

The developed application allows to measure users' heart rhythm intervals and process them using unique know-how algorithm for providing a resolution about users' health state. Application allows to track records for multiple patients, synchronize data between different devices using iCloud and communicate with remote backend for safe backups.

The app allows to measure users' heart rhythm using Bluetooth connection to heart rhythm measurement device or do it with phone camera and camera flash

#### Technologies and tools:

Objective-C, iOS SDK, Xcode, CoreData, iCloud, SBJSON, WahooAPI, 60 beat library

