

# SimWorks Reference apps

## 1. WorldSurfer

**Description:** WorldSurfer is an Android-based directional search application that leverages the GPS and compass present in Android devices to provide users with results that are relevant both to where the user is and the direction in which they are facing. As a consumer focused application it was essential that the application have an attractive user interface and be simple to use.

As a global application it was necessary for WorldSurfer to be able to connect to the Internet via any network and to pull locationally relevant information from all of the major search engines, Wikipedia, numerous country specific data sources and to integrate with Google Maps in order to provides users with maximum benefit and local information.

WorldSurfer was originally intended to be an exemplar of GeoVector's directional search IP but during development the client decided the application was sufficiently compelling to market directly.

Development considerations for this application included working in parallel with an iPhone developer to ensure that the Android and iPhone builds had a consistent look and feel subject to each platforms particular usage conventions.

**Platform:** Android

**Screenshots:**



## 2. iFarmer

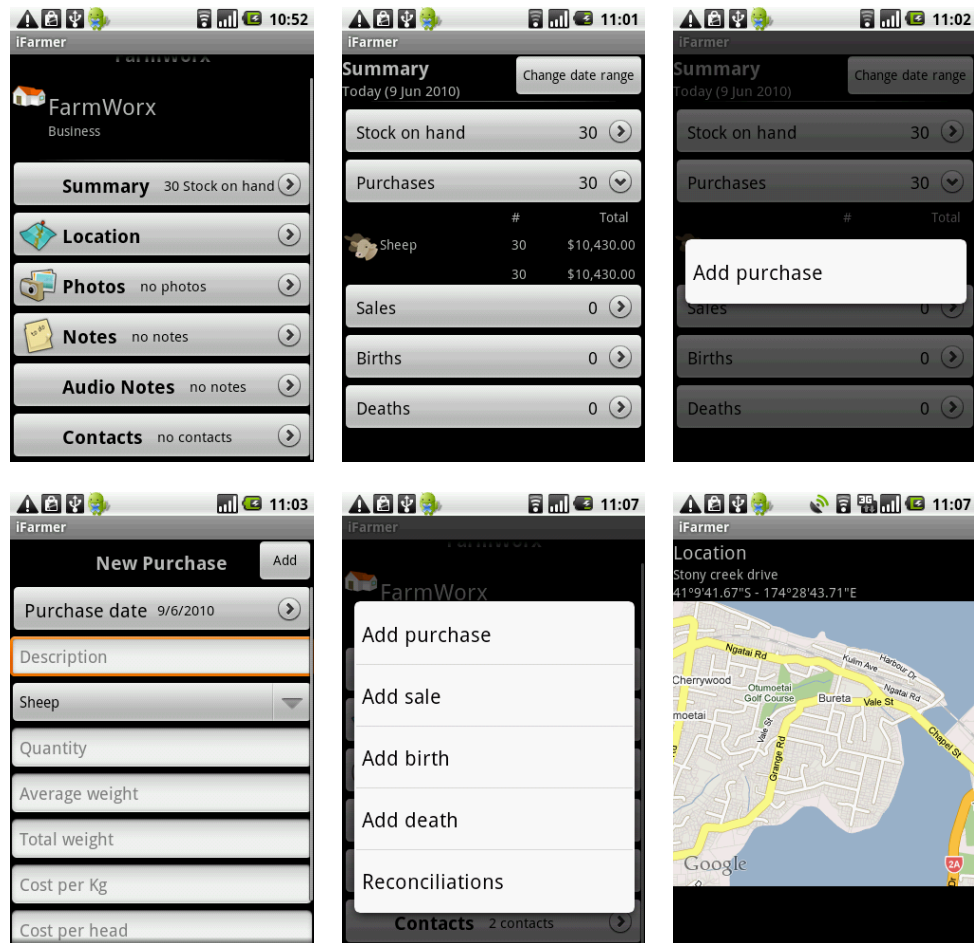
**Description:** iFarmer is an Android-based inventory management application that leverages the GPS, photo gallery, camera, audio recorder, contacts, database and communications capabilities of the device to enable farmers to accurately track and update all stock and other inventory items on their farm. As a tool for use on-farm by farmers it was important that the user interface be both attractive and functional.

The iFarmer applications deceptively simple user interface hides a very sophisticated database driven engine allowing for the ad hoc creation, merger, deletion and splitting of new nodes (eg: farms, paddocks), data types (eg: cow, sheep, tractor) and data (eg: herds, individual stock) and allows numerous types of metadata to be associated with each node (eg: contacts, photo's, location etc).

As with WorldSurfer development considerations for this application included working alongside an iPhone developer and SimWorks role as multiplatform developer (Android, Symbian and Blackberry).

**Platform:** Android/Symbian/Blackberry

**Screenshots:**



### 3. PocketWhip

**Description:** PocketWhip is a great fun application that leverages the accelerometer and audio recorder of the device to enable users to pretend their phone is a whip. As the user physically moves the device as if it was a whip handle the device makes various whip movement and whip cracking sounds. The application also supports a range of themes, each with custom accompanying background music and the ability for the user to record a custom sound to be played following the whip crack.

Development considerations for this application included working alongside an iPhone developer and SimWorks role as multiplatform developer (Android and in due course Symbian). It was also important that the application be developed to enable the inclusion of further in app content (such as additional themes) in the future when the ability to charge for this is introduced into the Android platform.

Also shown is the PocketWhip Free version of the application with a link to PocketWhip Pro (the paid version).

**Platform:** Android/Symbian

**Screenshots:**



## 4. Barbuddy

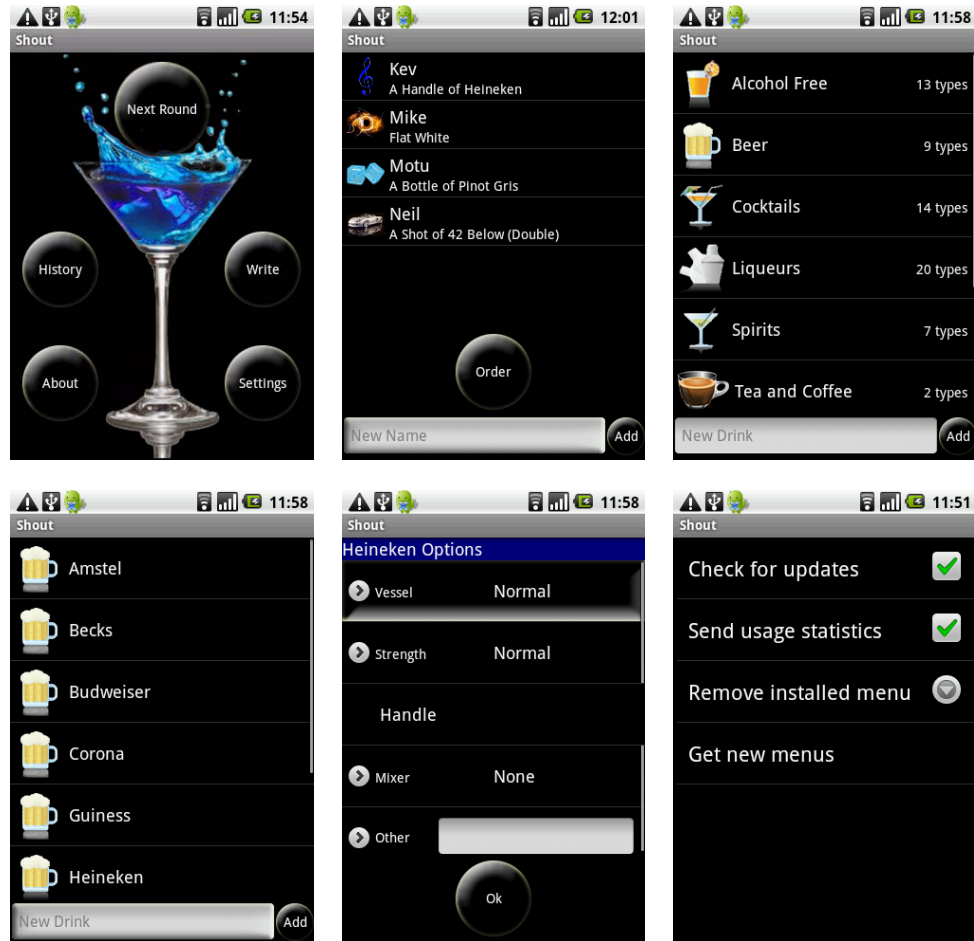
**Description:** Barbuddy (codename Shout) is a pre-commercial proof of concept application that SimWorks has developed for use as a sponsored application in bars. Barbuddy enables users to create an ad hoc drink selection for an arbitrary number of users to assist in ordering at the bar. Drink selections can be altered at any time or carried forward for each user from round to round.

Barbuddy features a sophisticated user management system including Avatar selection and history, on screen messaging for noisy bar environments, and an extensive updateable database of drinks, mixers, vessels etc to enable users to create almost any combination of drinks available in a bar. Additional planned features include safe drinking information, venue information and ratings, drinking games and social networking integration.

The intention of this application provide users with an useful and fun in-bar application while enabling brands to feature their premium products within the application to raise awareness of products with users at point of purchase and to provide information on each product.

**Platform:** Android

**Screenshots:**





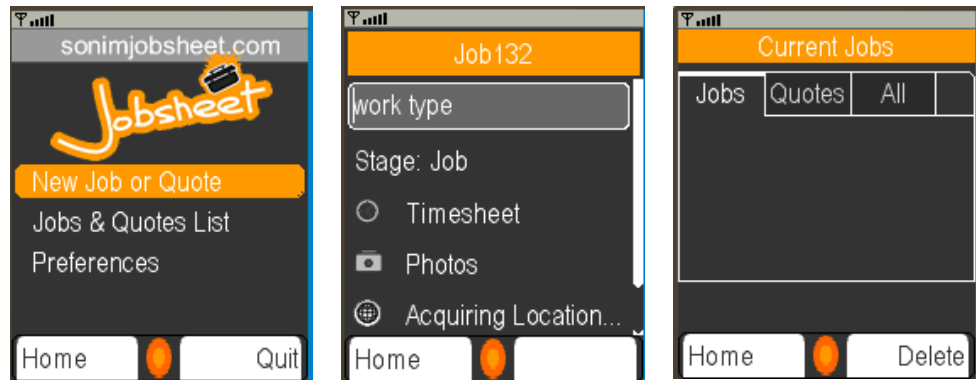
## 5. JobSheet

**Description:** JobSheet is a J2ME based job recording application designed specifically for the Sonim range of ruggedized devices. Designed for the trades the JobSheet application enables customers to quickly capture job and quote data on site which is then passed to a JSON REST API on the server side via HTTP.

The application also enables photo's to be attached to any job or quote and for the job or quotes exact location to be captured from the devices built in GPS. Quotes are maintained in a list in the application and may subsequently be opened as submitted as a job should the work be undertaken (modified accordingly to actual time etc).

**Platform:** J2ME

**Screenshots:**

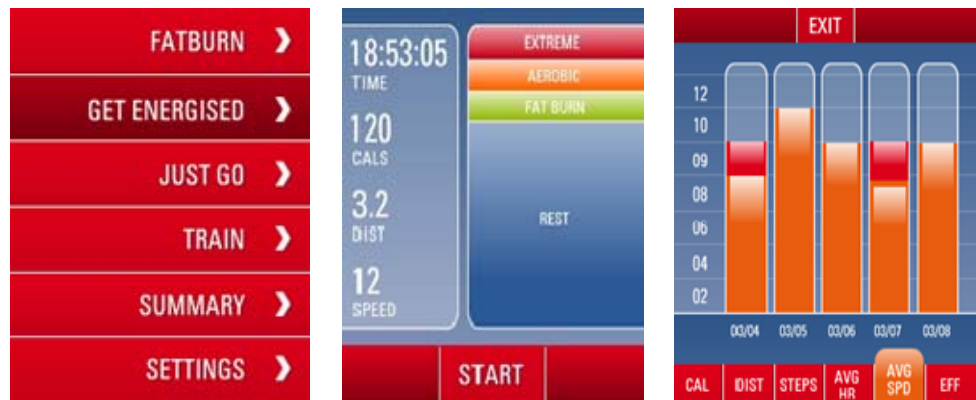


## 6. ZTrainer

**Description:** ZTrainer is a Blackberry application that connects with a Zephyr Technologies' bioharness via Bluetooth. The bioharness is worn by the user while exercising, collecting and transmitting respiration and other biodata to the ZTrainer application. The transmitted information is then graphically displayed on screen in real time to the user.

**Platform:** Blackberry/J2ME

**Screenshots:**



## 7. Dream & Spirit Level

**Description:** Dream and Spirit Level are iPhone applications produced by Smudge Apps. Dream is a sound mixing application that plays various sounds either individual or combined. Dream provides the user with a simple sound on/sound off interface. Spirit Level leverages data from the devices accelerometers to provide an onscreen spirit level.

Smudge Apps asked SimWorks to port both applications to Symbian S60 5<sup>th</sup> edn. Both applications are designed to utilise the full touch screen capabilities of the target device.

**Platform:** Samsung i8910/Symbian S60 5<sup>th</sup> edn

**Screenshots:**



*Dream*



*Spirit Level*