



Big Cheese Productions

2001 Annual Report

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March 2002

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Foreword

Big Cheese Productions is an Australian based company with high hopes and a great future. The aim of our company is to publish software, comics and any other products created by our team or any outside groups at their request. We believe that with these partnerships, we can build on reputation of Big Cheese Productions and the designer themselves.

Our company is heavily centered around the Internet, where our products are available to be viewed, tested or purchased, depending on each product. Our interface with the public is currently only through the Internet, with email being the source of communication at the current time between potential customers and us.

In 2001, our in-house team at Big Cheese Productions was made up of three primary members: Martin Abel, Greg Lockhart and Stuart Bryson.

The Year in Review

Big Cheese Productions had an unprecedented 2001, expanding its website client list, continuing steadily with our software production, and building on our corporate front.

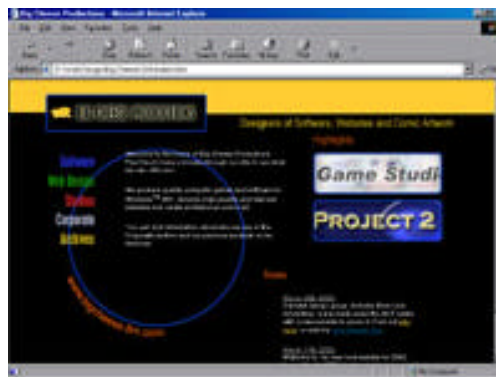
Our achievements in 2001 include:

Registration of Big Cheese Productions

After 3 years of operation, we became officially recognised as a business in the state of Victoria on November 19th 2001. At the same time, we also successfully applied for an Australian Business Number.

Improvement of Online Facilities

At the end of the year, we upgraded our web hosting facility of the last 2 years, removing advertising banners from all our pages and adding to the facilities, including improved file storage limits.



The Big Cheese Productions website

The Year in Review continued...

Creation of a Management Agreement

In a precursor to our registration, a Management Agreement was drawn up in April 2001. It details how the organisation is structured and how it operates. This will be revised from time to time.

Additional Clients for Web Development

We built and now maintain another website for CSIRO Education, with the development of the Canberra “The Green Machine” website. This is on top of the one for “CSIRO Education Victoria.” Our relationship with this division of CSIRO, an important scientific organisation in Australia, will continue to be beneficial for both them and us.

Software Development

Game Studio, our adventure game development system, continued in its’ second year of production, nearing completion as of the end of 2001. As for Project 2, our exciting new adventure game that will build on experiences had during the production of Barry the Bum, began official production in November. A complete plot has been devised and all is set for the development to begin during 2002.

Current Projects

In 2001, we had three major projects: Game Studio, Project 2 and Barry the Bum.

Game Studio

Originally known as Game Maker, Game Studio is Big Cheese Productions' adventure game development system that has been in production since the completion of Barry the Bum in 2000.

This year, work began on the Game Studio engine, the most important aspect of the system. Previously, the builder was the focus as it's content was the basis of the engine's operation. However, as of May 2001, the builder reached a semi-completed stage, where production could continue on both programs.

In 2002, the system will be released, with two programs still to be completed: the packager and installer, however they are expected to take less than a month between them.

Project 2

Without a title as yet, Project 2 has become the working title for the new adventure game to be created by Big Cheese Productions. It will be built using Game Studio; the advantage being that the core engine program has been pre-programmed but can be modified slightly if required as Project 2 is produced.

At the end of 2001, the plot was developed by the core production team and since then work has begun on the individual puzzles and well as characters and scenes.

It will be the most ambitious project ever produced by Big Cheese Productions, and will involve extra artists and developers from outside of the company. So far, there are many interested parties.

Current Projects continued...

The story involves a kidnapping because of mistaken identity and a quest to return home, and solve the mystery behind it all.

Full-scale production will begin in 2002, and it is hoped that Project 2 will be released early 2003.

Barry the Bum

Our first full-scale production, Barry the Bum has never received the release it deserved because of problems with the final product.

With the development of Game Studio, it has been decided that Barry the Bum should be re-released using Game Studio and the original graphics and sounds sometime during 2002.



Web Design

Our web design group, Blue Line Interactive, continued to be the most profitable aspect of Big Cheese Productions during 2001.

As of the end of the year, Blue Line had been asked to maintain three websites, two of which were built by us in the course of the year, and one in 1999/2000. The two developments were done through a pre-negotiated price, rather than the advertised per hour option.

Blue Line has also produced the in-house Prophecy Studios website, and continued to update the Big Cheese Productions website.

CSIRO Education Victoria

Built in 1999/2000 and redesigned early this year, CSIRO Education Victoria is becoming an important website in their infrastructure, with more business being generated from it, and saving on costs of faxing information readily available on the website. We continue to maintain this website.

The Green Machine

Built this year and being maintained continually, The Green Machine is the ACT equivalent of CSIRO Education Victoria. Their site is similar to Victoria's, by request, and has received praise for its layout and usability.

Karingal Park Secondary College

After a year since being initially approached, Karingal Park's website is now in development as of the end of 2001, and will be continue to be maintained in future. Blue Line hopes to showcase the extent of its capabilities with this site.

The Year Ahead

For Big Cheese Productions, 2001 was a year to begin the rolling ball of development and progress. In 2002, this initial work will begin to show it's effect, with Game Studio to be released and the full-scale production of Project 2 to begin.

By the end of 2002, Big Cheese Productions plans to achieve the following:

- **Additional Clients for Blue Line**

An additional two to three website developments, one of which requiring ongoing maintenance.

- **Continued Development of Game Studio**

Addition and release of more features, stability and flexibility to the existing Game Studio system.

- **Preparation for Release of Project 2**

Dates for the release of Project 2 should be planned and finalised for some time during the first three months of 2003.

I would like to thank everyone involved in Big Cheese Productions for their support and work during the past year; those directly and those in-directly, such as our clients and supporters.

I look forward to a great 2002.

Stuart Bryson

Co-Operator of Big Cheese Productions