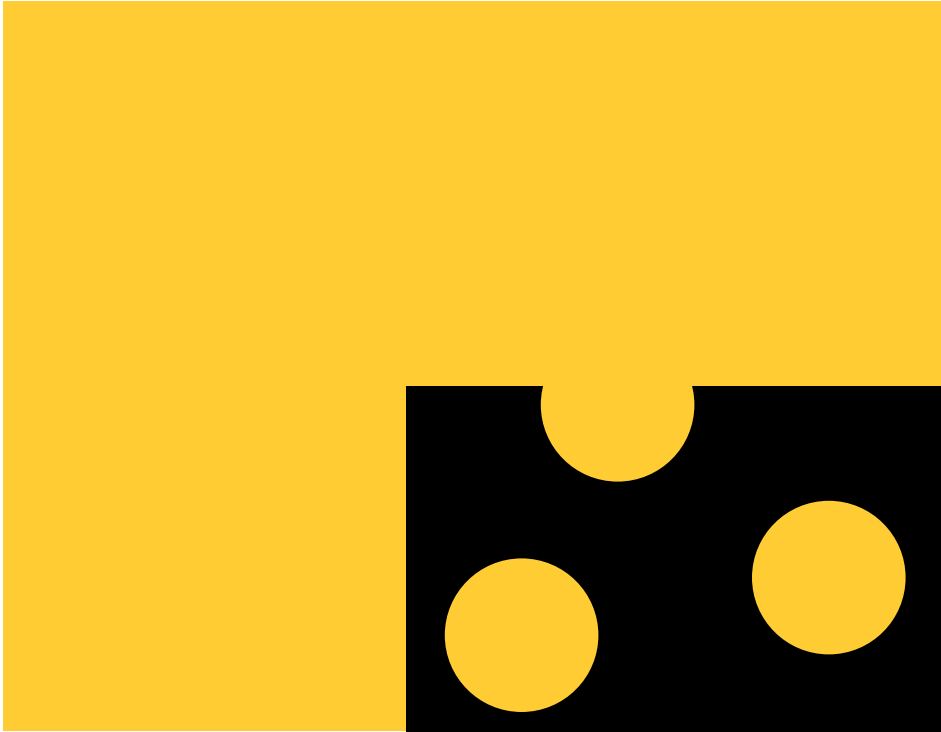




BIG CHEESE PRODUCTIONS



www.bigcheeseproductions.com

2002 Annual Report

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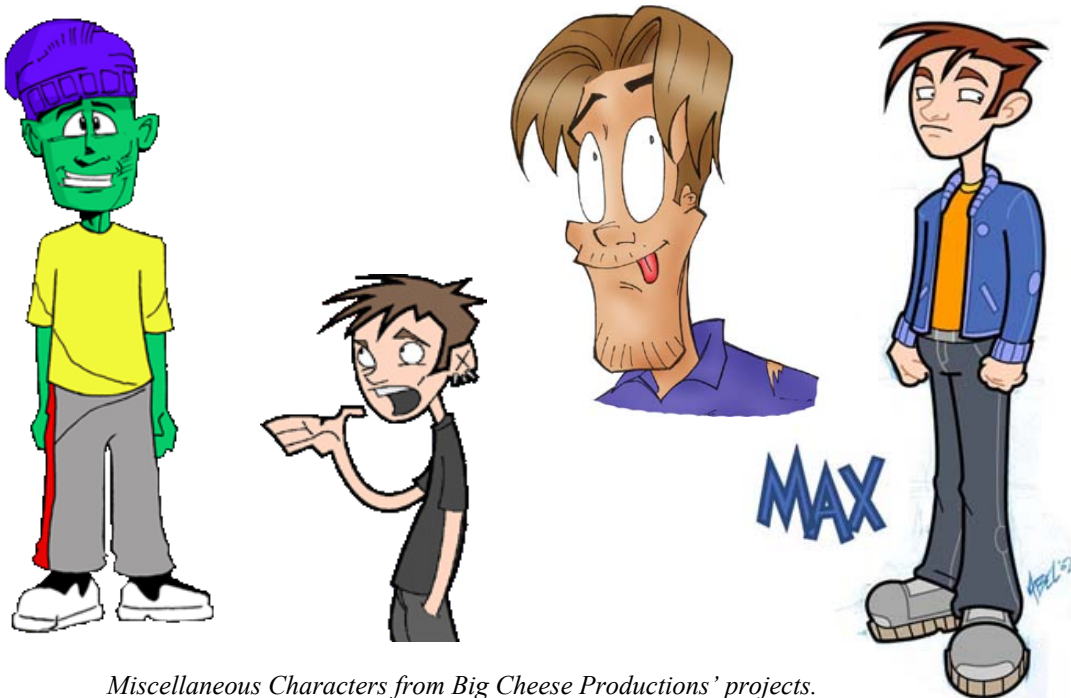
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Miscellaneous Characters from Big Cheese Productions' projects.

Foreword

Big Cheese Productions is an Australian based amateur company. The aim of our company is to publish software, artwork, video 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 centred around the Internet, where our products are available to be viewed, tested or purchased, depending on each product. This is our main interaction point with the public. E-mail is still the preferred source of communication at the current time between potential customers and us.

In 2002, our in-house team at Big Cheese Productions was made up of three co-operators:
Martin Abel, Greg Lockhart and Stuart Bryson.

It was also made up of a number of volunteer staff:

Zilla Bailey, Daniel Broder, Hannah Bryson, Bryan Cheah, Brad van Geest,
Daniel Heim, Janet Walsh and Marina Zlatanova.



*Big Cheese Productions' Operators:
Martin Abel, Stuart Bryson and Greg Lockhart*

The Year in Review

Once again, Big Cheese Productions managed to achieve improved success in all areas. We met our goals for the year, by expanding our web clientele, continuing work on our software projects, and branching into new territory with video productions.

Our achievements in 2002 included:

Announcement of *Flummaxed*

Our biggest project yet, *Flummaxed*, was officially titled during 2002. This adventure game entered full production mode as the story, characters and scenes began to be finalised. As at the end of 2002, *Flummaxed* appears due for a summer 2003/4 release.

Increased Web Presence

To improve facilities that our site could offer, Big Cheese Productions moved to an official .com domain address with larger storage capacity. We also had a slight redesign of the site to accommodate and complement the new facilities.

New Video Productions

Utilising the new .com, Big Cheese Productions is now able to show video productions live for streaming from the website. These productions include some completed between 1999-2000 and some more recent pieces. The new video section has added instant exposure to the site, and has captured the interest of some other video makers, who wish to post their work.

Current Projects

Big Cheese Productions was involved in four major projects during 2002; *Flummaxed*, Game Studio, Angry Pants and Barry the Bum.

Flummaxed

The biggest and most ambitious project by Big Cheese Productions started full production during 2002. The adventure game is an intricate story involving kidnap, mistaken identity and a sinister plan.

A volunteer staff of 5 artists and numerous other vocalists and writers were recruited during the year. The artists are working on background and object art. During 2003, recruitment of an animation team will begin in order to complete character animations for *Flummaxed*.

At the end of 2002, the story and most of the supporting documents have been completed for the project, as well as an informative website. One fourth of the final backgrounds and one third of their concepts have been completed to date. Design of the characters is half way to completion. Work continues on Game Studio, the game engine to be used, in order for it to cope with the demands that *Flummaxed* will make.

Current estimations make *Flummaxed* due for completion by summer 2003/4.



Backgrounds from the Big Cheese Productions' game Flummaxed

Current Projects continued...

Game Studio

After 2 years in development, the first release of Big Cheese Productions' adventure game development system was completed. This included a tutorial and fully functional sample files and game. Since then, work has continued to correct bugs in the original release, and to improve the structure and the capabilities of the entire program. This will continue into 2003, with Game Studio becoming a workable solution for the implementation of *Flummaxed*.

Angry Pants

Towards the end of 2002, a new artwork feature was born into existence. Angry Pants is a new fortnightly comic strip developed by Martin Abel that makes observations on everyday life. While Angry Pants is still relatively new, it is hoped that a web community may develop around it in the future.

Barry the Bum



Our first full-scale production, Barry the Bum was re-released towards the end of 2003. Using the Game Studio engine, the re-release is more stable than the original version and easier to provide updates for.

On the 1st of January of 2003, copies of Barry the Bum were made available for sale on the Internet. The first production run will be a limited release of 20 copies, with more to be produced if necessary.

The Barry the Bum Box, CD and Jewel Case

Web Design

During 2002, our web design group had a name change from Blue Line Interactive to Big Cheese Productions. This was done to utilize the Big Cheese name after it was decided that two business names were excessive for such a small company.

CSIRO Education Victoria and The Green Machine

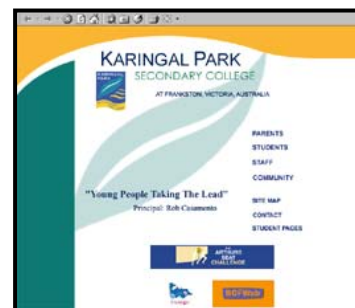
Both of these sites, part of the CSIRO Education network, continue to be updated by Big Cheese Productions and we are proud to be providing this service. Both sites continue to receive praise for their layout and usability.

CREST Online

Another site fuelled by our link with CSIRO Education is the CREST Online website. This is a new website aimed at students who wish to plan and create a project for the CREST awards program. The website is due for completion early in 2003 and is being funded by the Victorian Department of Education, Employment and Training.

Karingal Park Secondary College

After a lot of hard work, the Karingal Park Secondary College website was launched during 2002. Work is being done to add new content to the site, and develop a set of guidelines so that school faculties can develop their own sections within the main site.



*The Karingal Park
Secondary College Website*

The Year Ahead

As work continues on *Flummaxed* and Game Studio, 2003 is shaping up to show the culmination of 2 years of hard work on both these projects.

However, also during 2003, full-time employment in other companies will begin for some of the staff. This will have a large effect on the web design section of Big Cheese Productions, with only a few clients continuing to have their sites maintained, and no plans as yet to apply for more development jobs during the next year.

By the end of 2003, Big Cheese Productions plans to achieve the following:

- **Completion of *Flummaxed***

The near-completion of *Flummaxed* by the end of 2003, with preparation for its release and sale in early 2004.

- **Improvement of Game Studio**

Continuing to develop Game Studio into a fully flexible and useable solution for creating adventure games, specifically *Flummaxed*.

A thankyou must be extended to all of the people who have already volunteered so much time to help with Big Cheese Productions' numerous projects. I look forward to seeing the final results of these efforts in 2003.

Stuart Bryson
Co-Operator of Big Cheese Productions