



www.bigcheese productions.com



BIG CHEESE PRODUCTIONS

2003 Annual Report

Table of Contents

Forward	3
The Year in Review	4
Current Projects	6
Flummaxed	6
Coal	7
Angry Pants	7
Scum of the Universe	7
Web Design	8
The Year Ahead	9



coal

Foreword

Big Cheese Productions is a small company that primarily creates and publishes Internet sites, software, artwork and video products. We also publish work created by outside groups on their request. Our goal is to promote our work and share it with a wider audience.

Our company is located in Melbourne, Australia and managed by a group of three operators. We are heavily based on the Internet where most of our products are available to be viewed, tested or purchased. The Internet and E-mail are our main points of contact with clients and visitors.

In 2003, 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:

Daniel Broder, Hannah Bryson, Bryan Cheah, Daniel Heim, Oliver Smiles and Janet Walsh.



Some of our 2003 in-house team (L to R): Martin Abel, Greg Lockhart, Stuart Bryson, Daniel Heim and Oliver Smiles

The Year in Review

While 2003 was a quiet year as expected, Big Cheese Productions continued to develop its core projects, as well as increasing its web clientele.

Our achievements included:

Progress of Flummaxed and Coal

Both of our major software projects continued development in 2003. Coal, our in-house adventure game development system, made solid progress with a major re-branding in June from the original title of Game Studio. Most of the work focused on preparing it for developing Flummaxed, our major project. Flummaxed, an adventure game for the PC, had the welcomed addition of a 3D character animator to the team, allowing progress to continue in a positive direction.

Improved Internet Site

In order to improve the ability for our website to be updated from anywhere at anytime, we implemented a new system to dynamically drive sections of the website. We also modified the front page navigation to allow visitors to go directly to the sub-websites of our products.

New Web Development Clients

Despite expectations for a reduced number of new web clients during 2003, Big Cheese Productions completed one and began work on two new websites. These sites were all commissioned by CSIRO Education.

Current Projects

Big Cheese Productions was involved in four major projects during 2003; *Flummaxed*, *Coal*, *Angry Pants* and *Scum of the Universe*.

Flummaxed

Our main project for 2003 was *Flummaxed*, a PC based adventure game. The game follows the story of Max, a man who gets hurled into a plot involving kidnap, mistaken identity and a sinister plan. The tone of the game is light hearted with a few serious moments. It will be sold and distributed via retail outlets and the Internet.

Progress was steady on *Flummaxed* during 2003. We continued to develop background art for the game and write the supporting narration. Work was completed on the character designs, and a 3D artist began animating the main characters as required.

We also planned out the cutscenes, which will provide crucial information and bridge the game between sections. Vocal artists have recorded most of the conversations too.

The game engine which will drive *Flummaxed*, *Coal*, is almost ready to start receiving all of the game information. This means early versions of the game will be ready for testing by May 2004.

There is still a fair amount of work to complete for *Flummaxed* to be ready for sale. Current estimations make *Flummaxed* due for completion by early 2005.



Current Projects continued...

Coal

Our adventure game development system was renamed from Game Studio to Coal during 2003, enabling the product to establish its own unique branding. Coal is a package of programs that make, execute and deploy adventure games.

All of the first-stage development has been completed, and work is now focusing on expanding the capabilities of the engine to accommodate the project it was created for: *Flummaxed*. Hopefully, this goal will be reached by mid 2004.

Already many copies of Coal have been downloaded, with the hope that some games created with it will begin to appear in the near future.

Angry Pants

Making its debut in 2002, the fortnightly online comic of Angry Pants continued to develop and make a name for itself. It began to develop a small cult following that enjoyed its quirky style and associated soapbox comments from artist Martin Abel. Unfortunately, Martin had to give up Angry Pants towards the end of the year for work reasons, but it may receive a revival in 2004.

Scum of the Universe

During the year, Greg Lockhart published three online unique comic-stories about two brothers, Mike and Eddie, both intergalactic bounty hunters. Titled Scum of the Universe, these comics were of 3 to 4 pages, show casing a different art style in each. Scum of the Universe proved a welcome addition to the Big Cheese Productions site and there are hopes for further issues in the coming year.

Web Design

While it was expected that there would be little web site work completed by Big Cheese Productions during 2003, one site was launched mid year and another two began development work ahead of their release in 2004.

CREST Online

The CREST Online site, completed in May 2003, is designed to help teachers and students in planning and creating a project for the CREST awards, which are run by CSIRO. The site was funded by the Victorian Department of Education, Employment and Training.



CSIRO Education NSW and CSIRO Education NT

These sites are part of the CSIRO Education network and have taken on many of the design elements of their cousins' sites, which Big Cheese Productions developed. Work began on these in late 2003, and we expect to launch these by April 2004.

We also continued to maintain the web sites of CSIRO Education Victoria and The Green Machine Science Education Centre.



The Year Ahead

As usual, there are many uncertainties in the coming year. These considered, Big Cheese Productions expects 2004 will be year to bring our huge software projects, *Flummaxed* and *Coal*, to a satisfactory level of completion.

We also plan to redevelop our main Internet site to increase its' useability and level of attraction. The long-term goal of these is to make the site a portal to a huge range of content that appeals to many different tastes, promoting other peoples' work as well as our own.

It is also hoped Big Cheese Productions can continue to develop and maintain web sites for new clients.

All of the work completed during 2003 can be attributed to the effort put in by all of the people who have volunteered their own time for Big Cheese Productions' numerous exciting projects. Without them, all of it would be simply a pipe dream.

I look forward to a most productive and rewarding 2004.

Stuart Bryson
Co-Operator of Big Cheese Productions

Revised February 7th 2004