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Could you give us a quick timeline of your life to date.

I spent my first eight years in a small mining town, then moved to the thriving metropolis that is Perth, Western Australia for my teenage years. I had my heart set on being an actress, however, this was quickly knocked out of me by my parents, teachers etc, who determined that I should use my brains and become a doctor or lawyer. I chose law because I was a big fan of LA Law - that show has a lot to answer for!

I was a lawyer for two years and eight months before I could stand it no longer. I was growing a grey pin-striped suit permanently on my soul, so I got out! After a series of jobs in quasi-legal areas, I got a job with a start-up IT company. That was an exhilarating ride, and opened my eyes up to the fact that work could be fun and creative!

Of course, the company failed (didn't they all?!), but in the meantime I had met my partner Nathan Ruff, and together we began to feed each other's entrepreneurial streaks. We started up a small SMS content company, which failed almost as soon as it began - a victim of the telco crash.

One night I pulled out an old game project from the bottom of the cupboard and Nathan loved it! He convinced me it could be commercially successful....and he was right! Nitty Gritty is now for sale in almost 100 games stores and in Target, and has sold over 7000 units in its first 12 months - which is phenomenal for an independent game in the Australian market.

We've just got back from overseas, where Nitty Gritty and The Analyst attracted attention from distributors in UK, Europe and USA, so we're currently in the throes of negotiating various distribution deals.

What business are you in now?

The board game business! We have four games on the market - Nitty Gritty (our own creation), The Analyst, Spin the Bottle and Psychic Challenge. All have been created by Australians. We have another three on the way (that we created) and four more that we've got the rights to distribute from overseas - So Sue Me!, Monogamy, I'm the Boss and one yet to be confirmed.

Nitty Gritty tests how well you know your friends with questions such as "Who would you most like to share a spa with?" or "If you could bring one person back from history, who would it be?" or "What is your favourite thing to do on a Sunday?". The trick is to guess what your teammate would answer to the question - if you get a match, you keep on going!

How did you come to be in this business?

I didn't always want to be a game creator, however, I have always loved playing games. I'm the first person to drag out a game as soon as more than three people congregate in my house.

I was inspired to create a board game when I heard a story of a guy from Perth who created a game. It was so exciting to hear about someone else with a similar background do it, so I figured "if he can do it, so can I".

I wanted to create a game that captured the fun you had with your friends when you stayed up to the early hours of the morning, drinking, eating, talking, laughing, sharing secrets and gossiping. I wanted to recreate the humour/horror of discovering that your new boyfriend had wanted to be one of the Village People when he was a boy!

In addition, I realized there was a gap in the market for games