Flat Rabbit Software™

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A BRIEF HISTORY

Flat Rabbit Software is a part time endeavor of three aerospace engineers... and one lawyer. Some of us are more part time than others, but we all yearn for that big software payoff down the road. We started back in December of 1992 without knowing anything about everything... now we know something about some things and close to nothing about most things (the lawyer would like you to think he isn't included in that last statement).

After 9 months of crash courses (or should I say, crash and burn) in PC hardware, DOS, Windows, C++, sound cards, memory bogasities (as in bogus), bulletin boards, shareware, etc., we released our first program, BOXEM. A children's game with sounds and color pictures, BOXEM taught us the basics about getting a product developed and distributed.

7 months later (March 1994), we followed with MATCHEM, another children's game. At this point, we seem to be maturing beyond children's games and into the realm of more serious applications. Baseball Scout is the first of the "serious" applications. Currently we have three programs in the fire... that's about right for only three part-time programmers. Look for a Golf handicapping program and a sports card collector program before Jan 1995. Look for 2 other business oriented applications from Flat Rabbit Software in 1996.