

# Starship Horizons Bridge Simulator

## Biography

Mythic Studios, LLC

*Mr. David Hernly, Mr. Jim Lemaster*

David began his life in software development in 1978... and from that point forward it was ON. In 1999, he began designing the browser-based game Chivalry: Conquest of the Known World. At its height it was being played by thousands of people from all over the world.

Since then in his spare he has focused on immersive entertainment experiences. This led him to the development of Starship Horizons Bridge Simulator.

## The Pitch

Starship Horizons is a multi-player experience allowing 2-6 players to work together as the ships Bridge Officers. The core gameplay experience is designed around players commanding their own Starship as the bridge officers in the roles of Captain, Flight, Tactical, Science, Operations, and Engineering. Players must work together as a team to complete a set of mission objectives. Missions can take place in a setting that is filled with known stellar bodies, systems and galaxies. Missions can also be STEM based to educate players on our solar system, NASA initiatives, such as the Voyager probe, Curiosity and Hubble.

Long term goals for this project include commercial release, educational environments and even Location Based Experience (LBE) entertainment.