

Game Master Screen

This is the screen that the Game Master (GM) can use to interact with the players in the Horizons. This will probably become its own section later.



Features

To be Filled out in GREAT DETAIL Later.

- Bridge Stations : [Flight](#) | [Tactical](#) | [Operations \(Comms\)](#) | [Science](#) | [Engineering](#) | [Captain](#)
- Ancillary Consoles/Displays : [Center](#) | [Stellar Navigation](#) | [Stellar Body](#) | [Star System](#) | [Alert Status](#) | [Shield Status](#) | [Cargo Hold](#) | [Radar](#) | [IRIS](#)
- In Progress (Incomplete) Consoles/Displays : [Crew Roster](#) | [Collision Alarm](#) | [Dashboard](#) | [Deck Status](#) | [Target](#) | [Scan](#) | [Vessel Status](#)
- Admin Consoles : [Game Master](#) | [Mission Control](#) | [Mission Status](#) | [Designer](#)

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