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We're building the (next) simulation

AI needs a new medium. One that sits somewhere between film and video games that allows you to build and explore worlds that uniquely interest you in real-time.

Our solution is a text-to-game system that allows anyone to create the games they want to play via a simple chat interface.

We're starting with games, but that's just the beginning. The long term goal is to build a platform for creating arbitrary simulations for any domain. We believe this will be a safer and more flexible alternative to agent based frameworks.

Team

Solo technical founder with previous experience at companies like Intercom, Monzo, and Microsoft.

Progress

A working prototype of the text-to-game system. Next step is to get this shipped in closed beta, ready for a public launch in early 2025.

Market

Initial audience will be gaming and gen-AI consumers; charging a tiered-monthly subscription.

Investment

Seeking a \$500k pre-seed round to launch an MVP in public beta

Contact rich.layte@gmail.com

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