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Lumovex Media Group Signs \$500,000 Deal to Develop "Siege of Jerusalem 70 CE" Video Game Prototype

Video Game Visionary Allan Rosenberg Partners With Lumovex Media Group to Bring "Siege of Jerusalem 70 CE" to Life as a Playable AAA-Caliber Prototype

LAS VEGAS, June 11, 2026 - Lumovex Media Group LLC, a Nevada-based media and production company, today announced a signed software development agreement with video game visionary Allan Rosenberg to design, develop, and deliver a full-stack video game prototype titled "Siege of Jerusalem 70 CE." The agreement, valued at \$500,000, tasks Lumovex with building a playable, investor-ready AI demonstration of one of antiquity's most pivotal military campaigns.

The prototype will bring the Roman siege of Jerusalem to life across PC, web, and mobile platforms, combining the visual fidelity of Unreal Engine 5's Nanite virtualized geometry and Lumen global illumination systems. Rather than attempting to out-scale existing historical strategy titles, the project is being built around a different premise: one siege, rendered with uncompromising historical specificity, with every mechanic and environmental detail traceable back to the historical record.

Historical strategy gaming has long been dominated by broad, sweeping titles that sacrifice depth for scale. Lumovex's approach inverts that model, focusing the full weight of modern game engine technology on a single, meticulously researched battle rather than a sprawling campaign. The result is a prototype designed to demonstrate not just playable mechanics, but a defensible creative thesis: that radical historical specificity, executed at AAA visual quality, can be a competitive differentiator in a crowded genre.

The agreement marks a significant step for Lumovex Media Group as it expands its production capabilities into interactive AI-based entertainment, and positions the studio to pursue Series A funding on the strength of a working, playable demonstration rather than concept art alone.

"Allan came to us with a clear vision: take a battle that shaped the ancient world and make it playable, not just readable," said Steven Diamond, Co-Founder of Lumovex Media Group. "What we're building isn't a campaign sprawl trying to compete on scale. It's one siege, done right, with every wall, every unit, and every mechanic grounded in the historical record. That specificity is the whole point."

"This project is exactly the kind of stories we want to tell," said Kerri Zane, Co-Founder of Lumovex Media Group. "The source material has genuine authority and Allan's instinct that this history deserved a proper interactive treatment is the kind of vision we built Lumovex to support."

"I've spent years looking for the right partner to bring this siege to life the way it deserves, with real historical weight and real production discipline," said Allan Rosenberg, Video Game Visionary and the project's originating client. "Lumovex understood immediately that this isn't

about building another sprawling strategy game. It's about one of the most dramatic moments in ancient history, done with the specificity and craft it's never gotten before."

About the Project

"Siege of Jerusalem 70 CE" is a full-stack video game prototype simulating the Roman siege of Jerusalem during the Jewish-Roman War. The prototype translates siege-engine combat into a real-time interactive format, built in Unreal Engine 5 for PC, web, and mobile delivery. Development is structured across defined milestones covering pre-production, core systems, full-stack integration, and final QA and delivery.

About Lumovex Media Group

Lumovex Media Group LLC, co-founded by Steven Diamond and Kerri Zane, is a Nevada-based AI media and production company building premium interactive and AI-assisted entertainment projects. The company partners with clients and creative visionaries to translate ambitious concepts into polished, investor-ready productions across film, interactive media, and emerging entertainment formats.

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