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## **Project “TZEVAOT: THE DEMISE” 1.5-Page GDD**

*The vessel (TZEVOAT: A Human) that GOD’s Angels used to contain the demonic versions of themselves with a part of their symbolic power is fighting to enslave the demons into a reincarnated version of themselves, to make sure that the Devil (The leader of demons) is not released by them.*



**Genre:** ARPG, 3D Third-Person (fixed camera), Singleplayer  
**Target Audience:** Fantasy, stealth and aggression, skill tree, etc.

**Controls:** Mouse and keyboard

**Thematic Setting:** horror, adventure

**Tech Stack:** Unity 3D, Blender

**Platform(s):** steam

**MVP Game Moment:** Fighting with the devil

**Game Summary:** Project “TZEVAOT: THE DEMISE” is an RPG game in an ancient era when demons were released from the angels to the Earth by the GOD, and our player is a vessel who contains the demons within him/her (reincarnated through generations using a necklace called “JAWELU” used for the reincarnation of the vessel into a human baby). The demons, who possess the symbolic powers, which are partially inherited from their own angel versions can be altered or changed by the “JAWELU” possessed by the “TZEVAOT”. The “JAWELU” is key for imprisoning the devil (the Devil is immortal). The player is expected to imprison the Devil.

**Core Player Experience: Powerful**

**Central Story Theme: Imprisoning the Devil**

**Design Pillar:** Combat and powers

**Remarkability:** Emotional Strength

**Anticipated Steam Early Access Launch date:** End of 2024

**Feature Development Priorities:**

**Reference Games: Diablo, Torchlight2**