Job description Emerald Legacy Card Designers

As Emerald Legacy will not just review the current card pool, but will also design and release our own cards, we are currently looking for Card Designers to help us with that.

The Design Team is responsible for creating sets of Emerald Legacy card cycles that explore current game mechanics and find new mechanical directions. The current team is creating and refining a design philosophy for the project.

Meanwhile, we are looking for designers to work on specific projects so we can build a stockpile of card, mechanic and thematic ideas.
Designers will be given specific themes and clans to work on.

Tasks:
- Designing cards aligned with EL core design philosophies and storylines
- Designing thematic mechanics
- Fleshing out current clan archetypes
- Playtesting
- Giving feedback on cards

Your card designs will receive feedback from the Design Team, and you will iterate and discuss design decisions. Cards will then be tested by our Play Tester Team, and you will receive feedback from Play Testers to adjust the design where necessary.
Approved cards will be part of a bank of designs used to fill card sets. We are looking to create a large pool of cards to find the best possible cards in this game.

As we will be working with deliverables, there will be deadlines involved. You will be given specific design files through Google Drive and complete them before the deadline. Collaboration with other card designers is a big part of this job and communication will be done mostly over Discord.

When you apply for this role, please be aware that Emerald Legacy is a 100% fan-based project and we are looking for people to volunteer.

[Application form](#)

Please note that you will not be able to save the form, so you need to complete the application in one go.