

Project: Steinvar

Adventure RPG on Unreal Engine 5

Cold Cup Games is expanding the team for the indie project **Steinvar**.

About the Project

Steinvar is an adventure RPG set in a northern fantasy world.

Players explore an island, interact with the environment, engage in combat encounters, and gradually uncover the secrets of an ancient world corrupted by a mysterious blight.

Key Features:

- Light as a core gameplay and visual element
- World exploration through environmental storytelling, events, and puzzles
- Character progression and expanding gameplay mechanics throughout the journey
- Environmental interaction and world restoration systems
- A blend of stylized visuals and grounded realism

We are currently working within a well-established project vision, production pipeline, and roadmap extending through release. Planning is regularly updated as development progresses.

Current Status:

- The project is in active production, with the team currently focused on preparing a playable demo and vertical slice
- Core gameplay systems are actively being developed and refined
- Internal builds are updated and tested on a regular basis
- The Steam page is already live
- Social media channels are active and the community is steadily growing

The team currently includes specialists in Game Design, Development, Art, VFX, and 2D Art.

Project Roadmap:

- Demo release — **July 2026**
- Participation in Steam Next Fest — **October 2026**
- Production completion — **November 2026**
- Polish and post-production phase — **November 2026 to February 2027**
- Planned release — **February 2027**
- Following the demo release, we plan to pursue publishing and partnership opportunities to support further project growth

Our primary goal is to bring the game to a full commercial release.

Work Format

- Part-time
- Communication via Telegram and Discord, with one weekly team call
- Ongoing task discussions and feedback throughout the week
- Development based on Milestone Lists and a structured roadmap
- Task tracking through Miro

Who We Are Looking For

Narrative Designer / Game Writer

We are looking for a Narrative Designer who will help develop the narrative direction of Steinvar and shape a cohesive story for the game world.

Responsibilities:

- developing and maintaining the game's lore, worldbuilding, historical background, and key narrative events
- developing the main storyline
- creating and developing characters and their motivations
- writing in-game dialogues
- designing and documenting quests and narrative events
- writing notes, journals, environmental texts, and other storytelling elements
- creating descriptions for items, quest objects, locations, and world elements
- developing plot twists, narrative hooks, and emotional story beats
- collaborating with the Game Designer to integrate narrative into gameplay

Requirements:

- experience in game writing, narrative design, worldbuilding, or related fields
- understanding of storytelling principles in video games
- ability to create engaging worlds, characters, and storylines
- strong writing skills
- reliability and ability to meet agreed deadlines

Nice to Have:

- experience working on RPG, Adventure, or narrative-driven games
- understanding of environmental storytelling
- experience working with dialogue systems in game engines
- good command of English and willingness to assist with localization and adaptation of game content
- portfolio, published projects, scripts, or other relevant writing samples

The project already has an established foundation: core story concepts, key gameplay systems, the main location layout, and major gameplay events have already been defined.

We are not looking for someone to create the entire world from scratch. We are looking for a specialist who can immerse themselves in the existing vision, expand it, strengthen the narrative side of the project, and help transform the current framework into a cohesive and engaging story.

Terms

The project operates under a revenue share model, with profits distributed among team members after release.

Collaboration is formalized through a prepared legal agreement.

What We Offer:

- Participation in a focused and ambitious game project
- Transparent planning and task management processes
- A team committed to reaching release
- The opportunity to contribute to a project with a public Steam page and planned participation in Steam Next Fest

Useful Links:

[Steam](#)

Project Social Media:

[TikTok](#)

[Instagram](#)

[X \(Twitter\)](#)

Contact:

 lightkeeper.v.2.0@gmail.com

Telegram: @HardcoreOnly46

If you are interested, please send:

- A portfolio link (if applicable)
- A brief introduction about yourself
- The role you are applying for
- Relevant work samples or project links

We would be happy to get in touch and discuss potential collaboration.