

# GIANTSBANE GAMES

## Sammes Stipendium 2026

2025 was a tremendously exciting year for us at Giantsbane Games, and 2026 will be even more so! Over the last year we've made remarkable progress on our game project, Battles of Prophecy, and finished the year with a highly successful first public playtest at Indie Game Dev Night in December, where we were thrilled to be the team taking home the trophy.

Battles of Prophecy is an auto battler for mobile and PC. Our vision is to take the best elements from strategic auto chess games such as Teamfight Tactics and Dota Auto Chess, and combine them with a more mobile-friendly, asynchronous multiplayer experience — one where you face other players who are not necessarily playing against you at that exact moment. This approach is inspired by titles like The Bazaar and Backpack Brawl.

This year, we are primarily looking for 1–2 programmers with an interest in working on either our backend or our gameplay features. Our backend is written primarily in Go, and involves working with a fascinating combination of self-hosted databases and servers that all communicate with our client — built using GDScript in the Godot game engine.

Prior experience with any of the above languages or with Godot is considered a strong merit. There is plenty of work across a variety of areas, so if you have some relevant experience but not all of the above, we still encourage you to apply!

We are based on Campus Skellefteå, and any questions about the project or the role can be directed to Tor (CEO / Lead Designer) on Discord: torhenriksson.

We look forward to receiving your application!

Warm regards, Tor & the Giantsbane team