

Games. Shipped.

Engineered for **production, not demos**

A games portfolio from DevDaa AI, Islamabad.

10+

titles shipped

600K+

players on Sanam

Very Positive

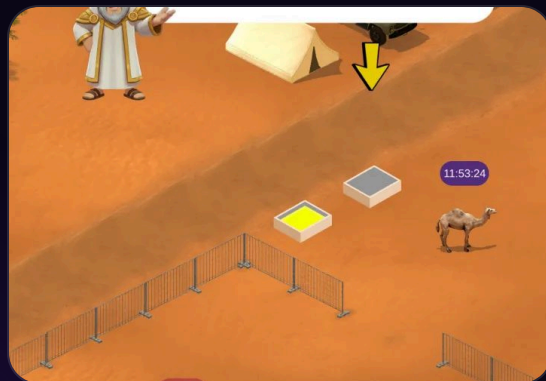
on Steam

WHO WE ARE

We build two things: games people play, and AI systems that run in production.

Our clients are founders, studios and publishers across the Gulf, Australia and beyond. They have the idea, the funding and the deadline, and not enough engineers to hit it. We are the team that has already shipped the thing they are about to build.

We do both because it is the same discipline. Behaviour trees, planners, state machines and utility scoring were invented to make game characters act, and they are the machinery inside every modern AI agent. The name says it: Dev for development, Daa for Design and Analysis of Algorithms.



01 · RELEASED

Alien Market Simulator

A shop sim where the customers have tentacles.

You're out on bail from the Intergalactic Police, and the deal is simple: take over a run-down market on a space station and make it pay. You scan items at the till, restock shelves, set prices, hire robot staff and keep the bathrooms clean. Some customers tip well. Others try to eat the stock.

- ★ Hands-on checkout: scan, bag, print the receipt
- ★ Live pricing, stock orders and robot couriers
- ★ Station building and decoration with a full furniture catalogue
- ★ Hireable robot staff for cleaning, restocking and the till
- ★ Customer AI with moods, thieves and the odd troublemaker

Platform	PC (Steam)
Released	29 May 2026
Steam reviews	Very Positive, 85% of 157
Price	\$6.49

[View on Steam](#)

<Dev/Daa>



devdaa.com/games

Sanam

A camel herding game made for Saudi players.

Sanam is built around camel culture in the Gulf. Players raise their own herd, pick one of the six traditional colour lines, choose a mentor and earn points through daily care and tasks. The whole game is in Arabic, from the interface to the characters, and the camp keeps running through day and night. More than 600,000 people have played it across iOS and Android.

- ★ Arabic-first interface and right-to-left layout throughout
- ★ Herd building with six heritage colour lines
- ★ Daily care loop: water, feed, plant, produce
- ★ Leaderboards and seasonal competition

Platform	iOS and Android
Released	November 2025
Players	600K+ across both stores
App Store rating	4.4 from 3,500+ ratings

[App Store](#) · [Google Play](#)



Sanam 2

The sequel takes the herd into full 3D.

Sanam 2 moves everything into an open 3D desert. You drive the trails in a pickup, lead the caravan across open land and keep the camp alive through sandstorms, cold nights, snakes and wolves. It is in production now, and it is being built for an audience of a million players.

- ★ Open 3D desert with a drivable pickup
- ★ Caravan herding across open terrain
- ★ Full day and night cycle with changing weather
- ★ Sandstorms, snakes and wolf attacks after dark
- ★ Camp building with pens, tents and feed stations

Platform

Mobile

Status

In development

Target

1M players



04 · COMING SOON

Breekha

Survival horror in the back streets of old Jeddah.

Bodies keep vanishing from Breekha Hospital and coming back wrong. Everyone who went looking for answers disappeared too, and now it's your turn. Weapons barely help and there's almost no light, so you hide, listen and feel your way through alleys and wards that look like a real Gulf neighbourhood, right down to the street signs and the rusting air conditioners.

- ★ First-person stealth where hiding beats fighting
- ★ A hand-built Jeddah district with Arabic signage
- ★ Near-dark exploration built around sound and touch
- ★ Scarce weapons, saved for when there is no way out
- ★ Localised into eight languages

Platform

PC (Steam)

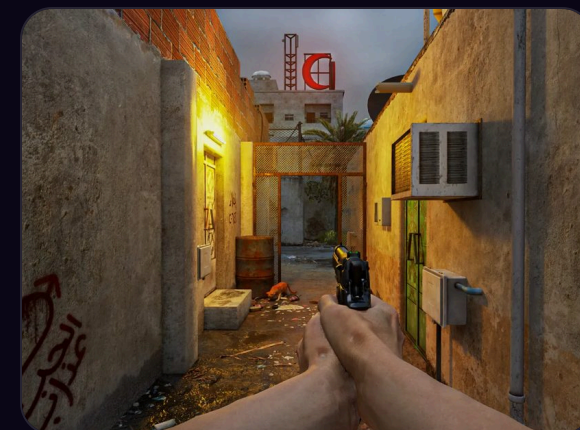
Status

Coming soon

Languages

8, with full Arabic and English voice

[Wishlist on Steam](#) · [Watch the trailer](#)



Three ways studios use us

Full-cycle production

You bring the idea and the deadline. We take it from prototype to store page: design, engineering, art direction, QA and release.

Embedded engineering

Our engineers join your team, your standups and your repo. Useful when the roadmap is fixed and the headcount isn't.

Rescue and ports

Performance work, platform certification, ports, and projects that stalled somewhere else and need a team to finish them.

- ★ Unity and Unreal, PC and mobile
- ★ Gameplay systems, AI, multiplayer, content pipelines
- ★ A named lead and a shared repo from day one

- ★ Short iterations, with a playable build at the end of each
- ★ You own the code, the assets and the store accounts
- ★ Working hours that overlap the Gulf, Europe and Australia

Some titles in this document are published under our partners' studio names. Ask us and we'll walk you through exactly what our team built on each one.

NEXT STEP

Got a game that needs **building**?

Tell us where the project is and when it has to ship. We reply within one business day.

Email contact@devdaa.com

Web devdaa.com/games

LinkedIn linkedin.com/company/devdaa_ai