

**Darmaal**

<https://darmaal.com/haraka-baraka>

Alkhobar, Saudi Arabia

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# Haraka Baraka

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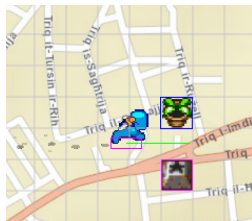
## The Game

Haraka Baraka ( Arabic: الحركة بركة - 'In movement, there is blessing' ) is a location-based game combining real-world geography with authentic challenges. Players explore cities through an interactive map, solving culturally-rich puzzles at historical landmarks while learning about local heritage, language, and traditions.



## Origins

The core idea behind 'Haraka Baraka' is that physical or mental activity simply "doing" something invites divine favor, productivity, and success. It is the antithesis of stagnation and procrastination. In a cultural context, it suggests that even if you aren't sure of the final outcome, the act of starting creates momentum that allows for "Baraka" (divine grace or abundance) to enter the situation.



## Mechanics

In HARAKA BARAKA players use a real-world [Leaflet map](#) to find puzzle locations situated at points of interest.

Currently, the game features a single challenge-mode: [Sokoban](#). When players enter a challenge, solving the stone-pushing puzzles rewards them with cultural facts, local language phrases, and landmark history.



A built-in level editor allows the community to design and publish new challenges for their own cities.

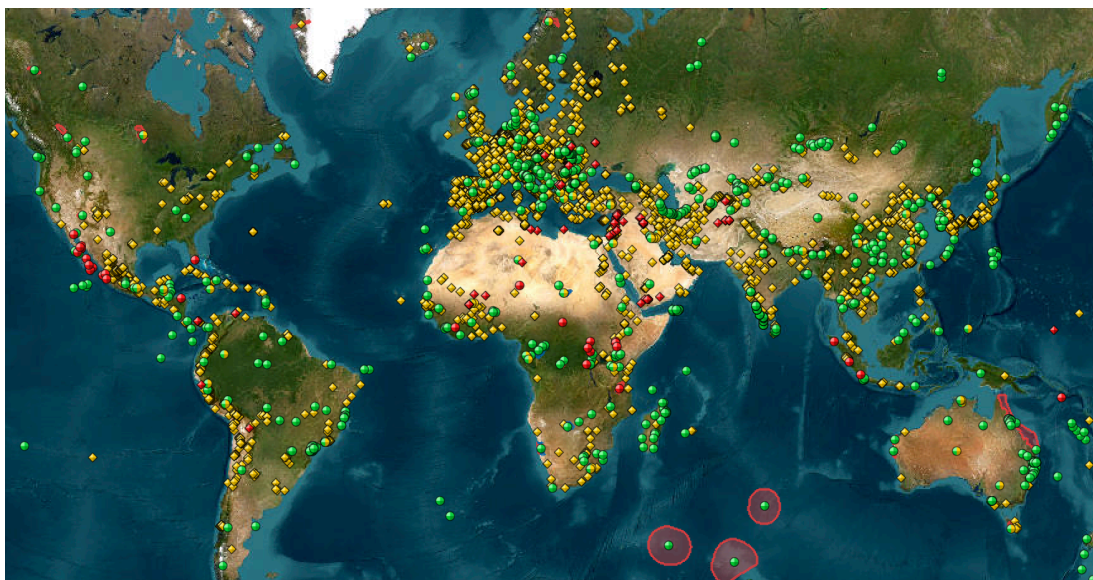
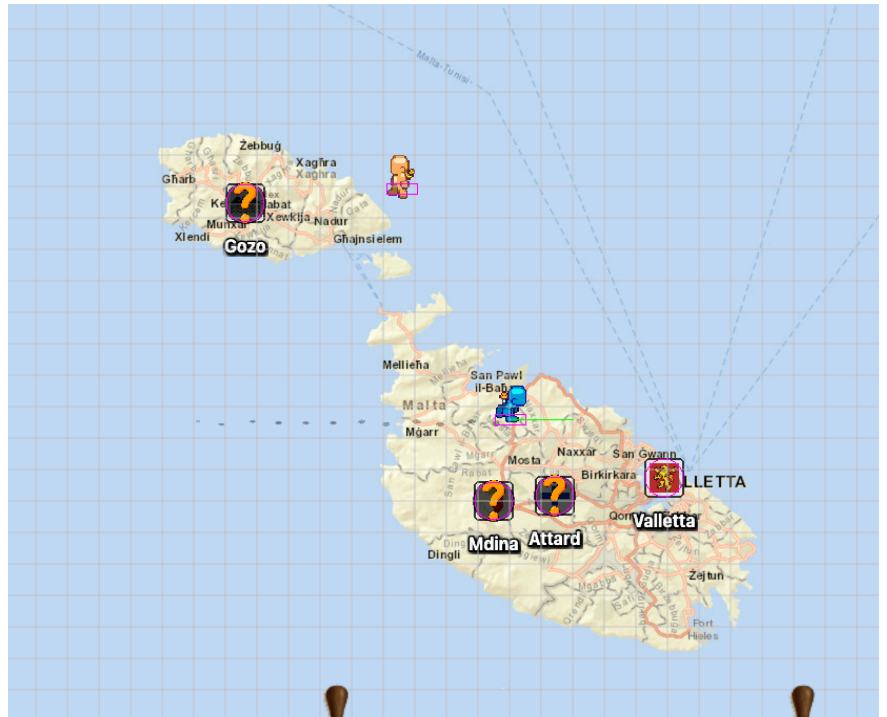
The multiplayer mode supports cooperative puzzle-solving across different locations, enhanced by a touch of player-versus-player (PvP) competition, with progress linked to actual geographical movement.

## Potentials

Location-based gaming is proven (e.g., Pokemon Go). Cities today have an appetite for tourism. We will build from there.

Our strategy is to build a robust, scalable engine (infrastructure) that will facilitate growth with the help of both the community and Agentic Ai.

First-mover advantage in cultural tourism gaming. The infrastructure (Leaflet, Phaser, community tools) exists. The market exists.



(Credit : The UNESCO Sites Navigator )

<https://whc.unesco.org/en/interactive-map/>

## Overcoming Challenges

Despite its attractive elements, Haraka baraka poses challenges, ranging from perseverance to quality-control.

To successfully navigate these obstacles, a dedicated and collaborative team is essential. This proposal has therefore been developed to attract individuals with the requisite skills and commitment.

## Khaled?

As a dedicated Saudi Arabian professional, I have been fortunate in developing various products, from software to retail, driven by discipline, efficiency, and a commitment to quality. I've failed to understand social media from the early days and continue to do so and there lies one of my weaknesses.

In my spare time I sometimes find myself putting together applications, the following detailed table covers the entertainment-focused ones.

### Prior Work

Title	Y	URL	Description
Saif	2015	<a href="#">link</a>	Mobile Mario-game with a saudi theme
Skyous	2019	<a href="#">Steam</a>	Isometric speed-runner Skyous, travels from Brazil to Japan to purge the world from <i>marmaros</i>
Tiqaho	2022	<a href="#">Unity Forums</a>	Tiqaho ( Have some coffee in Arabic ) is a local game with a Saudi-hospitality setup
Ajamaja Go	2022	<a href="#">Itch.io</a>	race-action game where players team up with their friends to win challenging races
Dots Armies	2023	<a href="#">Unity Forums</a>	Top-down, team-based multiplayer game, designed initially for mobile users.
Halaboo	2025	<a href="#">Itch.io</a>	A voice-controlled shape-shifting game built in Python
Haraka Baraka	2026	<a href="#">Haraka Baraka</a>	Interactive real-world puzzle game