KenGame 's Privacy:

Deverloper Name: **KenXGameStudio**

Our Games:

-       Connect Animal: Pet Game
-       Bubble Shooter - Dragon Rescue

Ours game is all ofline games. We don't collect user information by ourself directly. But We are using Google Ads Sdk in our games as a third party ads.
The google ads sdk collects and share some data information below:

Data collected and shared automatically

The Google Mobile Ads SDK collects and shares the following data types *automatically* for advertising, analytics, and fraud prevention purposes.

Data	By default, the Google Mobile Ads SDK...
IP address	Collects device's IP address, which may be used to estimate the general location of a device.
User product interactions	Collects user product interactions and interaction information, including app launch, taps, and video views.
Diagnostic information	Collects information related to the performance of your app and the SDK, including crash logs, app launch time, hang rate, and energy usage.
Device and Account identifiers	Collects Android advertising (ad) ID, app set ID, and, if applicable, other identifiers related to signed-in accounts on the device.

All of the user data collected by Google Mobile Ads SDK is encrypted in transit using the Transport Layer Security (TLS) protocol.

We are also using Google Play Game Service

Overview of data encryption, data sharing, and data deletion for Play Games Services SDKs

Data encryption	For the collected end-user data listed on this page, Play Games Services encrypts the data in transit using HTTPS.
Data sharing	Game Services data is exposed using a 3rd-party API. Your Play Games Services enabled game can only read/write the signed in player's data for that game. It cannot access games service data for another game a user plays. When a user logs into your game using Play Games Services, their gamer identity is shared with your Play Games Services enabled game.
	Users choose whether their profile is for "Friends only," for "Everyone," or "Only you." When users choose the "Friends only" visibility, only users added as friends can see game data for the profile. If public, all other users can see game data for the profile. If private, other users can only see that the display name is in use, but not any game/gameplay data.
	Users can also choose whether Play Games Services enabled games can access their friends lists (includes only the display name, not the email address) automatically or only when prompted by a game.
Data deletion	Users can delete their account and all associated games data collected by Google through their [Play Games profile](#) or [Google MyAccount](#).
	If Google collects Play Games Services data for an individual game, users can delete the data through their [Play Games profile](#).

Play Games Services SDKs

Data collected automatically

The Play Games Services SDKs collect the following data automatically.

Data	Default behavior
Game Service	Collects the following Games account data when a user creates and updates their games account: • Gamer Identity (Gamertag, avatar)

Analytics	Collects analytics data to improve the stability of our SDKs and make product improvements.
Diagnostics	Collects diagnostics data to improve the stability of our SDKs and make product improvements.

Data collected depending on your usage

Depending on how you configure or invoke the Play Games Services SDKs and the product's features, your app may collect end-user data that needs to be included in your data disclosure. The following table lists examples of end-user data that can be collected depending on your usage, but make sure to account for any data collected by your specific usage.

Data	Details
Game Service	Cumulative data generated by users during gameplay and stored on Google's servers for game analytics. The player data to collect is defined by your app. This might include metrics such as how often users do the following (examples only): • Use a particular item • Reach a certain level • Perform a specific game action
Game Service	Service data when a user progresses through a game. For example: • Unlocked achievements • Games scores • Engagement and spend statistics • Social connections (Friend connections, requests, nicknames for friends)

Metagame data	Metagame data when a user progresses through a game. For example:

- Title
- Level
- Experience points
- Experience points history
- Experience points per category

Saved Games	Save game data when a user progresses through a game:

- Saved game progress
- Saved game screenshot

Thank you
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reference:
https://developers.google.com/admob/android/play-data-disclosure
https://developers.google.com/games/services/data-collection?hl=en