

Privacy Policy

Last Updated: February 10, 2026

1. Introduction CCStudio ("we," "our," or "us") is committed to protecting the privacy of the users who play our mobile application yumchacha (the "Application").

This Privacy Policy explains how we handle information. Our philosophy is simple: We do not know who you are, and we do not track you.

2. Data Collection & Anonymity We adhere to a strict "No Personal Data" policy.

No User IDs: We do not collect Google Play Games IDs, email addresses, names, or phone numbers.

No Device IDs: We do not collect unique device identifiers (such as IMEI, Android ID, or Advertising ID).

No IP Logging: While your device must connect to the internet to send game statistics, our servers do not log, store, or track your IP address.

3. Anonymous Game Statistics To help us balance the game difficulty and improve the player experience, the Application sends completely anonymous gameplay data to our backend server. This data cannot be linked back to you or your specific device.

The only data we collect is:

Level Information: Which level was played (e.g., "Level 5").

Performance Metrics: Time spent on the level and number of retries/moves used.

Completion Status: Whether the level was passed or failed.

Device Model: The generic model name of your device (e.g., "Samsung Galaxy S24" or "Pixel 9") to help us understand if certain phone models have performance issues.

4. How We Use This Data We use this anonymous data solely for Internal Operations and Game Design:

To identify levels that are too hard or too easy.

To ensure the game functions correctly across different phone models.

5. Children's Privacy yumchacha is safe for users of all ages.

Because we do not collect Personal Information (PI), Device IDs, or persistent identifiers, we are fully compliant with the Children's Online Privacy Protection Act (COPPA) and GDPR-K.

We do not engage in behavioral advertising or user tracking.

6. Data Sharing We do not share, sell, or rent data.

Service Providers: We use standard cloud hosting (e.g., Google Cloud/AWS) to store our anonymous game statistics. These providers are bound by strict security and confidentiality obligations.

7. Data Retention Since the data we collect is anonymous and cannot be linked to a specific person, we may retain these statistical logs indefinitely to analyze the long-term performance of our game levels.

8. Your Rights Under data privacy laws (GDPR, CCPA), users have rights regarding their personal data. However, because CCStudio does not collect or store any personal data, identifiers, or IP addresses that could link you to the game statistics, we are technically unable to provide copies of data or delete specific records upon request, as we have no way of knowing which data belongs to you.

9. Contact Us If you have questions about our privacy practices, please contact us at:

Email: cmk2012cc@gmail.com

Developer Address: Sydney 2000 Australia