Privacy Policy for Couch Draw & Guess

Last updated: Feb. 8th 2026

Couch Draw & Guess is a drawing and guessing party game designed for use on a TV with companion devices such as phones, tablets, or computers. This Privacy Policy explains what data we collect, how it is used, and your choices.

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1. Overview

Couch Draw is designed to be playable without accounts or personal identity. Most data is either:

- Anonymous technical data, or
- Game content created by players (drawings, guesses, nicknames)

We do **not** collect real names, email addresses, phone numbers, or precise location data.

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2. Information We Collect

2.1 Game content

During gameplay, the following data may be collected:

- Nicknames (chosen by players)
- Drawings (strokes, coordinates, colours, and brush sizes)
- Word guesses
- Game scores and results

This data is:

- Shared with other players in the same game session
- Stored temporarily in the game backend
- Not linked to real identities

Some drawings and high scores may be stored locally on the device for features such as the main menu showcase or leaderboards.

2.2 Technical and diagnostic data

We collect limited technical data to improve the app:

- App version
- Device model and operating system
- Crash logs and error reports
- Basic usage events (for example: game started, game finished)

This data is anonymous and not linked to real-world identities.

2.3 Identifiers

The app uses anonymous identifiers:

- A random installation ID generated on first launch
- A Firebase anonymous user ID

These are used only for technical purposes such as crash reporting and session handling.
We do **not** collect:

- Advertising ID
- IMEI
- Hardware serial numbers
- Contacts or personal files

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3. How Game Data Is Shared

Couch Draw is a multiplayer game. During a session:

- Your nickname, drawings, guesses, and scores are visible to other players in the same game
- This sharing is required for the game to function

Game sessions are temporary and may be periodically removed from the backend.

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4. Payments

If you purchase a pass or other in-app product:

- Payments are processed by **Google Play** or **Amazon Appstore**
- We receive basic purchase information such as:
    - Product ID
    - Purchase token

    - Price and currency

We do **not** receive or store:

- Credit card numbers
- Billing addresses
- Full payment details

Payment processing is handled entirely by the app store provider.

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5. Advertising (Web Client Only)

The web version of the game may display advertisements using **Google AdMob**.

Google may collect:

- IP address
- Device and browser information
- Cookies and similar technologies
- Ad interactions (views, clicks)

This data is used to:

- Display advertisements
- Measure ad performance
- Provide personalised ads (where allowed)

Consent

For users in regions where consent is required, we use **Google's User Messaging Platform (UMP)** to request permission before showing personalised ads.

You can:

- Accept or decline personalised ads
- Change your consent choices at any time

Learn more about how Google uses advertising data:
https://policies.google.com/technologies/ads

The TV app itself does not display ads.

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6. Third-Party Services

Couch Draw uses the following third-party services:

Firebase (Google)

Used for:

- Anonymous authentication
- Real-time game data
- Analytics (release builds only)
- Crash reporting (release builds only)

Firebase Privacy Policy:
https://firebase.google.com/support/privacy

Google ML Kit

Used for:

- On-device drawing recognition

Important:

- Recognition happens entirely on the device
- Drawing data is not sent to Google's servers
- The recognition model is downloaded once and stored locally

ML Kit Privacy:
https://developers.google.com/ml-kit

App Store Providers

Used for payments:

- Google Play
- Amazon Appstore

Each store processes payments according to its own privacy policy.

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7. Local Data Storage

The app stores some data locally on your device, such as:

- Game settings (language, sound, difficulty)
- Leaderboards
- Saved drawings for the main menu

- Installation ID

This data:

- Stays on your device
- Is removed if you uninstall the app or clear app data

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8. Web Client Storage

The web client may store small amounts of data in your browser's local storage, such as:

- Last used nickname
- Last used game code

This is for convenience only.
The web client does not create user accounts.

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9. Data Retention

- Game session data may remain in the backend for a limited time and may be periodically cleaned up
- Local data remains on your device until the app is uninstalled or data is cleared
- Analytics and crash data are retained according to Google's standard retention policies

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10. Children's Privacy

Couch Draw is designed to be family-friendly and does not require accounts.

We do not knowingly collect:

- Real names
- Contact information
- Precise location data

If you believe a child has provided personal data, please contact us and we will remove it where possible.

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11. Your Rights

Depending on your region, you may have rights to:

- Access your data
- Request deletion
- Restrict processing
- Withdraw consent (for ads)

Because Couch Draw does not use accounts, the only persistent identifier is the anonymous installation ID.
You can remove local data by:

- Uninstalling the app, or
- Clearing the app's data in device settings

For other requests, contact us at the email below.

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12. Security

We use technical measures to protect data, including:

- Secure connections (HTTPS)
- Firebase security rules
- Anonymous authentication for game sessions

However, no system is completely secure, and we cannot guarantee absolute security.

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13. Changes to This Policy

We may update this Privacy Policy from time to time.
Updates will be posted in the app or on the website with a new "Last updated" date.

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14. Contact

If you have questions about this Privacy Policy, contact:

Email: couchdraw-app-support@roysolberg.com
Website: https://couchparty.tv