

# 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.

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### 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.

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## 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>

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## **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>

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## **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>

