



PUZZLE PALS

Jigsaw Puzzle Game • "Piece together the fun!"

PRIVACY POLICY

 Effective Date: August 2, 2026

 Version 1.0.0 (versionCode 1) |  Android (Global)

 Mian Tanveer Ahmad |  Digital Futures

 com.digitalfutures.puzzlepals

IMPORTANT NOTICE TO ALL USERS

By downloading, installing, or using Puzzle Pals: Jigsaw Game ("the App"), you acknowledge that you have read, understood, and agreed to the terms of this Privacy Policy. If you do not agree with any provision of this Policy, you must immediately discontinue use of the App and uninstall it from your device. This Policy is a legally binding agreement between you and Digital Futures (Mian Tanveer Ahmad).

 Developer	Mian Tanveer Ahmad
 Organisation	Digital Futures
 Package ID	com.digitalfutures.puzzlepals
 Email	uosgc.edu.pk@gmail.com
 Phone / WhatsApp	+92 300 6617872
 Website	www.w3webschools.com

 Effective Date	August 2, 2026
 Version	1.0.0 (versionCode 1)
 Min Android	API 24 — Android 7.0 (Nougat)
 Target Android	API 36

TABLE OF CONTENTS

	Section 1 — Introduction & Privacy Policy Overview <i>Scope, purpose & definitions</i>	Page 1
	Section 2 — Information We Collect <i>Device, ad identifiers & local game data</i>	Page 1
	Section 3 — How We Use Your Information <i>Core gameplay, ads, preferences</i>	Page 1
	Section 4 — Information Sharing & Disclosure <i>AdMob, legal requirements</i>	Page 1
	Section 5 — Data Storage & Security <i>Local storage, security measures</i>	Page 1
	Section 6 — App Permissions — Detailed Explanation <i>Every permission explained in full</i>	Page 1
	Section 7 — Advertising & Third-Party SDKs <i>AdMob, AndroidX, Material Components</i>	Page 1
	Section 8 — Data Retention Policy <i>How long data is kept & deletion</i>	Page 1
	Section 9 — Your Privacy Rights & Choices <i>GDPR, CCPA, ad opt-out</i>	Page 1
	Section 10 — Children's Privacy (COPPA & Families Policy) <i>Protection for young players</i>	Page 1
	Section 11 — Third-Party Links & External Services <i>Advertiser websites, SDK policies</i>	Page 1
	Section 12 — Changes to This Privacy Policy <i>How updates are communicated</i>	Page 1
	Section 13 — Contact Us & Privacy Requests <i>How to reach us</i>	Page 1

 How to Read This Document

Each section begins on a new page. The page number beside each entry above is a live field — if you edit this document in Word and the numbers shift, press Ctrl+A then F9 (or right-click → Update Field) to refresh them. You can also Ctrl+Click any entry to jump straight to that section.

 Section 1 — Introduction & Privacy Policy Overview **1.1 About This Application & Developer**

Puzzle Pals: Jigsaw Game ("the App", "we", "us", or "our") is an Android jigsaw puzzle game for children and families, developed and published by Mian Tanveer Ahmad under the Digital Futures brand. The App is available on the Google Play Store under the package name com.digitalfutures.puzzlepals and operates on Android devices running API level 24 (Android 7.0 Nougat) and above, up to the latest API 36.

The App provides jigsaw puzzles across categories such as Animals, Nature, Cars, Alphabet, Space, Birds, Islamic, and Eid, together with a rotating Daily Puzzle, a Lucky Spin reward wheel, Achievements, a Shop for unlocking puzzles with in-app coins, and a Custom Puzzle feature that lets a player turn their own photo into a jigsaw. The App displays advertisements through Google AdMob to support free distribution.

This Privacy Policy has been drafted to explain, in clear and plain language, exactly what information the App accesses on your device, why it accesses that information, how it processes and uses it, under what circumstances (if any) it shares information with third parties, how long information is retained, what security measures are in place to protect your data, and what rights and choices you have as a user or as a parent/guardian of a user. Because this App is designed to be used by children, we have taken particular care to be transparent, conservative in what we collect, and compliant with children's privacy law.

 1.2 Legal Compliance Framework

This Privacy Policy has been prepared to comply with the following laws, regulations, and platform policies:

- Google Play Developer Program Policies — including the User Data Policy, the Permissions Policy, and, because this App is designed for and appeals to children, the Google Play Families Policy.
- EU General Data Protection Regulation (GDPR) and the GDPR provisions on children's data ("GDPR-K") — applying lawfulness, fairness and transparency, purpose limitation, data minimisation, and additional protections for child users.
- California Consumer Privacy Act (CCPA) — describing your right to know, right to delete, right to opt out of sale, and right to non-discrimination.
- Children's Online Privacy Protection Act (COPPA) — the App does not knowingly collect personal information from children under 13 without verifiable parental consent. Section 10 provides full detail.
- Pakistan Personal Data Protection Bill — as a developer based in Pakistan, we also follow best-practice data protection standards consistent with emerging Pakistani legislation.

In jurisdictions where two or more sets of rules apply, we follow the more protective standard. If local law in your

country requires additional protections beyond those described here, we endeavour to apply those protections to the extent we are technically able.

1.3 Scope of This Policy

This Privacy Policy applies exclusively to the Puzzle Pals: Jigsaw Game Android application (com.digitalfutures.puzzlepals) and all features, screens, and functionality contained within it. It does not apply to: (a) third-party websites or services to which the App may link, including advertiser websites reached by tapping an advertisement; (b) the Google Play Store listing page for the App; (c) any other applications developed or published by Digital Futures unless those applications explicitly reference this Policy; or (d) any websites operated by third-party advertisers or SDK providers whose SDKs are integrated into the App.

1.4 Key Definitions

"App" / "Application"	Puzzle Pals: Jigsaw Game — the Android jigsaw puzzle game published under the package com.digitalfutures.puzzlepals.
"We" / "Us" / "Our"	Mian Tanveer Ahmad, trading as Digital Futures, the sole developer and publisher of the App.
"You" / "User" / "Player"	Any natural person who downloads, installs, accesses, or uses the App, including children playing with a parent or guardian's permission.
"Personal Data"	Any information relating to an identified or identifiable natural person, directly or indirectly.
"On-Device Processing"	All computation and data handling that takes place entirely within the user's device — no data is sent to any external server during on-device processing.
"Third-Party Service"	Any external SDK, library, or service integrated into the App whose data practices are governed by their own privacy policies, including Google AdMob.
"Advertising Identifier"	The Google Advertising ID (GAID) — a resettable, device-level identifier provided by Google Play Services used for advertising personalisation.
"Puzzle Progress"	The locally stored record of which pieces of a puzzle you have placed, your elapsed time, moves, and hints used, maintained by the App's PuzzleRepository / Room database component.
"Virtual Currency"	The in-app Coins and XP earned by completing puzzles and spent in the Shop to unlock additional puzzles. Virtual Currency has no real-world monetary value and cannot be purchased with real money in this version of the App.
"Theme Preference"	Your saved choice between Light mode and Dark mode, stored locally and applied automatically each time you open the App.

✓ 1.5 Consent to This Policy

By downloading, installing, or using Puzzle Pals: Jigsaw Game, you (or, if you are a child, your parent or guardian on your behalf) consent to the data practices described in this Privacy Policy. If the App is being used by a child under the age of consent applicable in their jurisdiction, we rely on the assumption that a parent or guardian has reviewed and approved the App's installation and use, consistent with standard practice for general-audience and family-friendly applications distributed through the Google Play Store. If you do not consent to these practices, please do not use the App, and uninstall it if already installed.



Section 2 — Information We Collect

Puzzle Pals is designed on a privacy-first, local-first architecture. The App's core functionality — browsing puzzle categories, playing puzzles, tracking progress, earning Coins and XP, and switching themes — operates entirely on your device with no data transmitted to any external server that we operate. This section describes, with complete transparency, every category of information that the App or its integrated third-party SDK accesses, processes, or collects.



2.1 Device & Technical Information (Collected via AdMob)

When the App initialises its advertising component (Google AdMob), the AdMob SDK automatically collects a standard set of device and technical signals. This collection is performed by Google's SDK code running within the App and is governed by Google's Privacy Policy. The categories of technical information collected include:

Device Model & Manufacturer	The make and model of your Android device — used by AdMob to select an ad creative format appropriate for your hardware.
Operating System Version	Your Android version (API level 24 through 36) — used for compatibility checks and to ensure ads render correctly.
Screen Size & Pixel Density	Physical screen dimensions and DPI — used by the adaptive banner ad to size the advertisement correctly.
App Version & Package Name	Version 1.0.0 (versionCode 1) of com.digitalfutures.puzzlepals — used by AdMob for frequency capping.
Network Connectivity Status	Whether your device is connected via Wi-Fi or mobile data — checked before requesting an advertisement.
IP Address	Your device's current IP address — used by AdMob for geographic ad targeting and fraud prevention. We do not store your IP address ourselves.
Advertising ID (GAID)	The Google Advertising ID — a resettable pseudonymous identifier used by AdMob for ad personalisation. You can reset or opt out via Android

	Settings at any time.
Language & Locale	Your device language and regional locale — used to serve language-appropriate advertisements.

2.2 Gameplay Data & Preferences (Stored On-Device Only)

 **CRITICAL PRIVACY FACT: We do not operate any server that receives, stores, processes, or views your gameplay data.**

Every puzzle you play, every piece you place, and every Coin or XP you earn is stored exclusively on your device's local storage. No gameplay data is ever transmitted externally under any circumstances.

To provide its core functionality, the App reads and writes the following information to your device's local storage only:

Puzzle Progress	Which pieces of a puzzle have been placed, elapsed time, move count, and hints used, saved by the PuzzleRepository class to a local Room (SQLite) database named "puzzlepals_database". Used to power the "Continue" card on the Home screen so you can resume a puzzle later.
Coins, XP & Daily Streak	Your Virtual Currency balance and daily-puzzle streak, stored locally in Android SharedPreferences under the preference file "puzzlepals_prefs" by the PreferenceManager class.
Unlocked Puzzles	The list of premium puzzles you have unlocked with Coins, stored locally so unlocked puzzles remain available across app sessions.
Theme, Sound, Music & Vibration Preferences	Your chosen appearance mode and audio/haptic settings, stored locally and applied automatically each time you open the App.
Achievements Progress	Your completed-puzzle count, used locally to determine which achievement badges are unlocked. Derived entirely from your own on-device Puzzle Progress data.

2.3 Custom Puzzle Photos (Camera or Gallery)

The App's Custom Puzzle feature lets you take a photo with your device's camera, or choose an existing photo from your gallery, so that it can be turned into a jigsaw puzzle. When you use this feature:

- The photo is accessed and processed entirely on your device to generate puzzle artwork and pieces.
- The photo is never uploaded to any server operated by us, and we never see, store on our own systems, or have any access to your photo.
- The App requests camera access only at the moment you tap "Take Photo", and gallery access only at the moment you tap "Gallery" — access is never requested in the background.

2.4 Information We Explicitly Do NOT Collect

To be absolutely clear about the boundaries of our data practices, the following categories of information are never collected, accessed, or processed by the App or by us:

User Account / Profile Data	The App has no registration, login, or user account system. We never collect your name, email address, password, or any other identity credentials.
Contacts, Call Logs, SMS	The App never requests or accesses your contacts, call history, or text messages.
Precise or Approximate Location	The App does not request ACCESS_FINE_LOCATION or ACCESS_COARSE_LOCATION. We do not know where you are.
Microphone / Audio Recording	The App does not access your microphone. No audio is ever recorded.
Biometric Data	The App does not access fingerprint, face recognition, or any other biometric data.
Payment or Financial Data	Version 1.0.0 (versionCode 1) includes no real-money purchase system. No payment card details, billing addresses, or financial information of any kind are collected.
Background Location Tracking	The App does not track your location in the background or at any time.
Device Identifiers Beyond GAID	We do not collect IMEI, serial numbers, SIM card identifiers, or any hardware identifiers beyond the Google Advertising ID, which is managed by Google Play Services.

2.5 Analytics & Crash Reporting

Puzzle Pals does not currently integrate any dedicated analytics SDK (such as Firebase Analytics or Google Analytics) or crash-reporting SDK (such as Firebase Crashlytics). Should a future version of the App introduce such an SDK, this Privacy Policy will be updated in advance to describe exactly what event-level or diagnostic data would be collected, and — where the App is directed at children — any such SDK would be configured, where technically possible, to disable behavioural profiling and cross-app tracking for child users, consistent with the Google Play Families Policy.

2.6 Data Minimisation by Design

The App's architecture reflects a deliberate data-minimisation design choice: gameplay features (browsing categories, playing puzzles, tracking progress, earning Coins and XP, unlocking Achievements, spinning the Lucky Spin wheel, and adjusting settings) are all implemented using purely local storage (Room database and SharedPreferences) with no network dependency whatsoever. Only the advertising component requires network access. This means that even if you use the App entirely offline (for example, in airplane mode), every core feature — including custom puzzle creation from a locally selected photo — continues to work exactly as intended, with only advertisements failing to load.



Section 3 — How We Use Your Information

The information accessed by the App is used solely for the purposes described in this section. We apply the principle of purpose limitation — information is never used for any purpose beyond what is explicitly described here. We do not combine your data with data from other sources, and we do not build user profiles, engage in behavioural tracking of children, or use your information for any form of automated decision-making that produces legal or similarly significant effects.



3.1 Core Gameplay Functionality

The primary purpose of the App is to let you browse, play, and complete jigsaw puzzles. Your Puzzle Progress is saved locally each time you place a piece so that you can resume later from the Home screen's "Continue" card. Coins and XP earned from completing puzzles are stored locally and used to track your Achievements and to let you unlock additional puzzles in the Shop. Your Theme, sound, music, and vibration preferences are stored locally and applied every time you open the App.



3.2 Advertising

Puzzle Pals is a free application supported by advertising revenue. Google AdMob is used to serve banner advertisements, full-screen interstitial advertisements, rewarded video advertisements (used only when a player voluntarily requests extra hints or rewards — never forced), and app-open advertisements shown when the App is launched, resumed from the background, or reopened.



Ad Placement Rule — Gameplay Comes First

No advertisement is ever triggered by a tap on an active puzzle piece, and interstitial ads are only shown at natural break points such as after a puzzle is completed — never in the middle of dragging a piece. This ensures a child's gameplay is never interrupted mid-action.

To serve relevant advertisements, the AdMob SDK uses the device's Google Advertising ID, IP address, and device/app information. You have full control over personalised advertising: you can reset your Google Advertising ID or opt out of personalised ads at any time through Android Settings. If you opt out, AdMob will serve non-personalised (contextual) ads instead. Additionally, as described in Section 10, the App can enable AdMob's child-directed treatment flag, which disables personalised advertising entirely for that ad request.



3.3 App Stability & Improvement

Basic device information (device model, OS version, App version) helps us understand compatibility issues and plan improvements. Puzzle Pals does not include an automatic crash reporting SDK in version 1.0.0 (versionCode 1) — crashes are handled through the standard Android crash reporting mechanism available to developers through the Google Play Console. No personally identifiable information is transmitted as part of crash reports.

⚠️ What We NEVER Do With Your Information

We do not sell your personal data to any third party. We do not share your data with data brokers. We do not build profiles of child users for resale or marketing. We do not use your information to make automated decisions about you. We do not access, view, or transmit your custom puzzle photos beyond the on-device processing needed to generate a puzzle.

🚧 3.4 Personalisation Boundaries

Any personalisation within the App — such as which puzzles appear in your "Continue" card, your Achievements progress, or your Daily Puzzle streak — is derived entirely from your own on-device gameplay history and is never combined with data about other users, never shared with advertisers to build an advertising profile, and never used to personalise the advertising content itself beyond what the Google Advertising ID already enables through AdMob under Google's own policies.

🏛️ 3.5 Virtual Currency — Coins and XP

Coins and XP are entirely virtual, in-app constructs with no real-world monetary value. They are earned automatically by completing puzzles and through the Lucky Spin feature, and can be spent only within the App's own Shop to unlock additional puzzles. In version 1.0.0 (versionCode 1), there is no mechanism to purchase Coins or XP with real money, no in-app billing integration, and no way to withdraw, transfer, or redeem Coins or XP for anything outside the App. Should a future version introduce real-money purchases, this Privacy Policy will be updated in advance to describe the payment processor involved and what payment-related data, if any, would be handled by that processor rather than by us directly.

**Section 4 — Information Sharing & Disclosure**

We do not sell, rent, trade, license, or otherwise transfer your personal information to any third party for their own commercial purposes. The only circumstances under which information is shared with external parties are described in full detail below. In every case, sharing is limited to the minimum information necessary for the stated purpose.

📣 4.1 Google AdMob — Advertising Platform

Google AdMob (a Google LLC service) is the advertising platform integrated into the App. When an advertisement is requested, the AdMob SDK transmits information such as the Google Advertising ID, your device's IP address, the device model and OS version, the App version, and signals about the ad request to Google's servers. Google uses this information to select and serve a relevant advertisement and to measure ad performance.

Google's use of this data is governed by Google's Privacy Policy, available at [. You can manage your Google ad preferences and opt out of personalised advertising at .](#)

⚖️ 4.2 Legal Requirements & Law Enforcement

We may be required to disclose certain information if we receive a valid legal demand such as a court order, subpoena, or binding governmental directive. In such cases, we will disclose only the minimum information strictly

required. To the extent permitted by applicable law, we will notify you of any such legal demand before complying with it.



4.3 Business Transfers

In the event that Digital Futures is involved in a merger, acquisition, asset sale, or similar corporate transaction, user data (to the extent it exists) may be transferred as part of that transaction. We will provide notice to affected users via an in-app notification and an update to this Privacy Policy before any such transfer takes place.

✓ ABSOLUTE LIMITS — Information We NEVER Share

Your Puzzle Progress, Coins, XP, and Achievements — stored on your device and never shared with any party under any circumstances.

Your custom puzzle photos — never leave your device.

Your theme, sound, and app settings — never shared with advertisers, analytics platforms, or any third party.



4.4 No Sale of Personal Information

We do not sell personal information, as that term is defined under the CCPA/CPRA, and we have not sold personal information in the preceding twelve months. We do not share personal information for cross-context behavioural advertising outside of the standard AdMob advertising relationship described in Section 4.1, which itself is governed by Google's own advertising and data-processing terms.



4.5 Complete List of Data Recipients

Google LLC (Google AdMob)	Advertising signals (GAID, IP address, device/app information) as described in Section 4.1 and Section 7.1. Governed by Google's Privacy Policy.
Google Play Services	Manages the Google Advertising ID and, if enabled, Android Auto Backup of App data, at the operating-system level.
No other third party	No analytics vendor, data broker, marketing platform, or additional advertising network currently receives any data from the App.



Section 5 — Data Storage & Security

The security and integrity of your information are of paramount importance to us. This section describes exactly where and how data associated with the App is stored, and the technical measures we have implemented to protect it.



5.1 Where Your Data Lives

All user-generated data associated with the App — including your Puzzle Progress, Coins, XP, streak, achievements,

and preferences — is stored exclusively on your local device, in Android's private app storage partition (a Room/SQLite database named "puzzlepals_database" and SharedPreferences under "puzzlepals_prefs"). This partition is inaccessible to other apps without root access. None of it is stored on any server operated by us.

Puzzle Progress Database	A local Room (SQLite) database recording placed pieces, elapsed time, moves, and hints used per puzzle, managed by the AppDatabase and PuzzleRepository classes.
Preferences	Coins, XP, streak, unlocked puzzles, and settings, stored in SharedPreferences via the PreferenceManager class.
Ad Identifiers	The Google Advertising ID is stored and managed by Google Play Services in a system-level partition on your device. We do not store it ourselves.

5.2 Technical Security Measures

- **Private App Storage:** All data stored by the App resides in the App's private storage partition (/data/data/com.digitalfutures.puzzlepals/), inaccessible to other applications on a non-rooted Android device.
- **No Remote Database:** The App does not connect to, and we do not operate, any remote database or backend server that stores user or gameplay data.
- **Minimal Network Permissions:** The App requests only the INTERNET and ACCESS_NETWORK_STATE permissions, used exclusively by the Google AdMob SDK to request and display advertisements.
- **ProGuard and R8 Code Shrinking (Release Builds):** The release build is configured to use standard Android build optimisation, reducing the App's binary footprint and obfuscating class and method names.
- **Standard AndroidX Component Security:** The App is built entirely on current, actively maintained AndroidX and Material Design libraries, which receive regular security updates from Google.

5.3 Security Limitations & User Responsibility

While we have implemented the technical measures described above, no security measure is perfect or impenetrable. The security of data stored on your device ultimately also depends on your device's own security — including whether your device is protected by a PIN, password, fingerprint, or other lock screen mechanism. We strongly encourage parents and guardians to protect their devices with a lock screen and to keep the Android operating system and the App updated to the latest versions.

You can delete all App data at any time by navigating to Android Settings → Apps → Puzzle Pals → Storage → Clear Data. This will immediately and permanently delete all locally stored App data from your device.

5.4 Android Auto Backup

Android's built-in Auto Backup feature may, depending on your device settings, back up the App's local SharedPreferences and Room database contents to your personal Google Account so that Puzzle Progress, Coins, and XP can be restored if you reinstall the App or set up a new device. This backup is encrypted in transit and at rest by Google's infrastructure and is accessible only to you through your own Google Account — we have no access to this backup data. You can disable Auto Backup for the App, or for all apps, via Android Settings → System → Backup.

5.5 Encryption

Data transmitted between the App and AdMob's servers when requesting advertisements uses industry-standard HTTPS/TLS encryption, consistent with Google's own security requirements for SDK network traffic. Locally stored data (Puzzle Progress and preferences) relies on the operating system's private-storage sandboxing rather than field-level encryption, consistent with the sensitivity of the data involved — none of it is financial, health-related, or otherwise highly sensitive personal data.

Section 6 — App Permissions — Detailed Explanation

Puzzle Pals requests only four Android permissions. For each, we explain the exact permission name, why it is required, which App feature uses it, what data it allows the App to access, and what happens if it is denied. We request only the permissions strictly necessary for the App's features.

6.1 CAMERA

Permission Name	android.permission.CAMERA
Required / Optional	Required only for the Custom Puzzle feature — not required for playing catalog puzzles
Purpose	Allows the App to capture a photo using your device's camera.
Used By	The Custom Puzzle screen, only when you tap "Take Photo".
What It Can Access	Allows the App to take a single photo when you actively choose to. The App does not access the camera at any other time, and the photo is processed entirely on-device.
Without This Permission	You can still browse and play every catalog puzzle (Animals, Nature, Cars, Alphabet, Space, Birds, Islamic, Eid, Daily Puzzle). Only the "Take Photo" option in Custom Puzzle is unavailable.

6.2 READ_MEDIA_IMAGES (Android 13+) / READ_EXTERNAL_STORAGE (Android 12 and below)

Permission Name	android.permission.READ_MEDIA_IMAGES / android.permission.READ_EXTERNAL_STORAGE
Required / Optional	Required only for the Custom Puzzle feature's "Gallery" option
Purpose	Allows the App to let you pick an existing photo from your device's gallery.
Used By	The Custom Puzzle screen, only when you tap "Gallery".

What It Can Access	Allows you to select one photo via the system photo picker. The App does not browse or access your gallery in the background.
Without This Permission	You can still use "Take Photo" or play any catalog puzzle. Only the "Gallery" option in Custom Puzzle is unavailable.

6.3 INTERNET

Permission Name	android.permission.INTERNET
Required / Optional	Required for advertising features; not required for gameplay
Purpose	Allows the App to open a network connection to communicate with external servers.
Used By	Google AdMob SDK, to request and load banner, interstitial, rewarded, and app-open ad creatives.
What It Can Access	Outbound network connections to AdMob's ad servers only. No gameplay data or custom puzzle photos are ever transmitted over these connections.
Without This Permission	The App cannot display advertisements or generate advertising revenue. All puzzle gameplay, progress saving, and theme switching continue to function normally with zero degradation.

6.4 ACCESS_NETWORK_STATE

Permission Name	android.permission.ACCESS_NETWORK_STATE
Required / Optional	Optional — the App functions without it but ad performance may degrade
Purpose	Allows the App to check the device's current network connectivity status.
Used By	The advertising components, to avoid requesting an ad when the device is offline.
What It Can Access	Only the network connection status — not your network traffic or browsing history.
Without This Permission	The App may attempt to load ads on offline devices, resulting in failed requests. All puzzle gameplay remains unaffected.

6.5 Permissions We Do NOT Request

Unlike many free Android apps aimed at children, Puzzle Pals does not request any of the following, because the App has no feature that would need them:

ACCESS_FINE_LOCATION / ACCESS_COARSE_LOCATION	Not requested. The App has no location-based feature.
READ_CONTACTS	Not requested. The App has no contacts-related feature.
RECORD_AUDIO	Not requested. The App has no microphone or voice feature.
READ_PHONE_STATE	Not requested. The App does not access phone or SIM identifiers.
SEND_SMS / READ_SMS	Not requested. The App has no messaging feature.



6.6 When Permissions Are Requested

Consistent with modern Android best practice and the principle of just-in-time permission requests, the App never requests CAMERA or gallery access at launch or in the background. Both permissions are requested only at the exact moment you tap "Take Photo" or "Gallery" within the Custom Puzzle screen, using Android's modern Activity Result API. If you deny a permission, the App gracefully falls back to letting you choose the other option or return to catalog puzzles, without crashing or repeatedly re-prompting you in the same session.



Section 7 — Advertising & Third-Party SDKs

Puzzle Pals is provided free of charge and is supported by advertising revenue generated through the Google AdMob platform. This section provides a comprehensive analysis of every third-party SDK and library integrated into the App.



7.1 Google AdMob (com.google.android.gms:play-services-ads)

Google AdMob is the advertising framework used in the App. The AdMob App ID is configured in the AndroidManifest.xml. The App uses AdMob to display four types of advertisements: (1) an adaptive banner ad displayed above the bottom navigation, revealed only once it has finished loading so that no blank space is ever reserved; (2) full-screen interstitial ads displayed only at natural break points such as after completing a puzzle; (3) rewarded video ads, shown only when a player voluntarily requests a bonus (such as an extra hint) — never forced; and (4) app-open ads displayed when the App launches, resumes from the background, or is reopened.

Ad Formats Used	Banner (Adaptive), Interstitial, Rewarded, App-Open
Ad Placement Rule	No advertisement is ever triggered by a tap on an active puzzle piece; interstitials only appear at natural break points.
Privacy Policy	https://policies.google.com/privacy
Ad Settings	https://adssettings.google.com



7.2 AndroidX & Material Design Libraries

The App uses standard AndroidX and Google Material Design component libraries (AppCompat, Material Components, ConstraintLayout, Room, Lifecycle/ViewModel, Glide for local image rendering) to render its user interface, manage on-screen state, and persist local data. These are standard Android framework libraries that collect no data and make no network calls of their own. Their inclusion has no privacy implications.

Third-Party SDK Summary

Google AdMob — Ad serving. Collects GAID, IP address, and device signals. Governed by Google's Privacy Policy.

AndroidX / Material Components / Room / Glide — Local UI rendering and on-device data storage only. Zero data collection, zero network calls.

7.3 Future Ad Mediation & SDK Changes

Should we introduce ad mediation or any additional third-party SDK in a future version, we will update this Privacy Policy in advance of release to name the new SDK, describe the data it collects, link to its privacy policy, and — where the App is directed at children — confirm whether it has been certified for child-directed treatment consistent with the Google Play Families Policy before it is enabled for any child-directed ad request.



Section 8 — Data Retention Policy

Because all user-generated data associated with the App is stored exclusively on your device — and because we do not operate any server-side database — data retention is entirely within your control. There is no retention schedule that we impose from a server; your data persists on your device for as long as you choose to keep it and is deleted the moment you choose to remove it.

8.1 Retention Period for Each Data Category

Puzzle Progress	Retained on-device until you complete the puzzle, reset it, clear App data, or uninstall the App.
Coins, XP, Streak & Unlocked Puzzles	Retained on-device indefinitely until you clear App data (Settings → Apps → Puzzle Pals → Storage → Clear Data) or uninstall the App.
Custom Puzzle Photos	Held only in memory for the duration of the Custom Puzzle session — never written to persistent storage by the App and never transmitted anywhere.
Google Advertising ID	Managed by Google Play Services on your device. You can reset it at any time via Android Settings → Google → Ads → Reset Advertising ID.

8.2 How to Delete Your Data

- **Clear All App Data:** Go to Android Settings → Apps → Puzzle Pals → Storage → Clear Data. This immediately

and permanently deletes your Puzzle Progress, Coins, XP, streak, and any other locally stored App data.

- **Uninstall the App:** Uninstalling Puzzle Pals removes all App data from your device, including all Room database and SharedPreferences data, unless Android's Auto Backup feature has backed up App data to your Google account. You can disable App data backup in Android Settings.
- **Opt Out of Ad Personalisation:** Go to Android Settings → Google → Ads → Opt out of Ads Personalisation to stop personalised advertising from AdMob.

8.3 Data Portability

Because all Puzzle Progress, Coins, XP, and preferences are stored locally in a standard Room (SQLite) database and Android SharedPreferences, this data is, in principle, exportable using standard Android backup and device-transfer tools, which copy the App's private storage folder as part of a full device migration. We do not currently provide an in-app "export my data" feature that produces a separate downloadable file. If you require a structured export for GDPR data-portability purposes, please contact us at uosgc.edu.pk@gmail.com and we will assist to the extent technically feasible given that we do not hold a server-side copy of your data.



Section 9 — Your Privacy Rights & Choices

Depending on your location and the applicable privacy law in your jurisdiction, you (or, for a child user, their parent or guardian) may have certain rights with respect to personal information. This section describes those rights and explains how you can exercise them.



9.1 Rights Under the EU/EEA General Data Protection Regulation (GDPR)

Right of Access (Art. 15)	The right to obtain confirmation of whether we process personal data and, if so, to receive a copy of that data.
Right to Rectification (Art. 16)	The right to have inaccurate personal data corrected.
Right to Erasure (Art. 17)	The right to request deletion of personal data where it is no longer necessary, where consent has been withdrawn, or where processing is unlawful.
Right to Restriction of Processing (Art. 18)	The right to request that we restrict processing in certain circumstances.
Right to Data Portability (Art. 20)	The right to receive personal data in a structured, machine-readable format.
Right to Object (Art. 21)	The right to object to processing based on our legitimate interests, including for direct marketing or profiling.

Right to Lodge a Complaint	The right to lodge a complaint with your national Data Protection Authority (DPA).
-----------------------------------	--

9.2 Rights Under the California Consumer Privacy Act (CCPA)

Right to Know	The right to request disclosure of the categories of personal information we have collected, its sources, and with whom it is shared.
Right to Delete	The right to request deletion of your personal information, subject to certain exceptions.
Right to Opt-Out of Sale	We do not sell personal information, so this right does not require active exercise, but we confirm it for completeness.
Right to Non-Discrimination	We will not discriminate against you for exercising any CCPA right.

9.3 Advertising & Tracking Choices

Reset Google Advertising ID	Android Settings → Google → Ads → Reset Advertising ID.
Opt Out of Personalised Advertising	Android Settings → Google → Ads → Opt out of Ads Personalisation.
Manage Google Ad Preferences	Visit https://adssettings.google.com to review interests and demographics associated with your advertising ID.
Delete Ad ID (Android 12+)	Android Settings → Privacy → Ads → Delete advertising ID.

To exercise any right described in this section, please contact us at uosgc.edu.pk@gmail.com. We will respond to all verifiable requests within 30 calendar days.

9.4 "Do Not Track" Signals

Because the App is a native Android application rather than a website, and because most mobile operating systems and app frameworks do not yet have a standardised way to interpret browser DNT signals within an app context, the App does not currently respond to DNT signals. Instead, we provide the Android-native ad-personalisation and Advertising ID controls described in this section, which achieve an equivalent practical outcome for AdMob-served advertising.

9.5 Users in Other Jurisdictions

If you are located in a jurisdiction not specifically addressed above — including but not limited to Canada (PIPEDA), Brazil (LGPD), the United Kingdom (UK GDPR), South Korea (PIPA), or other jurisdictions with comprehensive data protection legislation — we apply the same core privacy principles described throughout this Policy: data minimisation, purpose limitation, local-first storage, and no sale of personal information. You may still contact us using the details in Section 13, and we will make reasonable efforts to honour requests consistent with the spirit of applicable local law.



Section 10 — Children's Privacy (COPPA & Families Policy)

Puzzle Pals is a jigsaw puzzle game designed to appeal to children as well as families and puzzle enthusiasts of all ages. Because the App is likely to attract a significant child audience, we take children's privacy extremely seriously and have implemented the protections described in this section to comply with the Children's Online Privacy Protection Act (COPPA) in the United States, the GDPR provisions on children's data in the European Union, the Google Play Families Policy, and analogous laws in other jurisdictions.



10.1 Our Approach to Children's Privacy

We do not knowingly collect, use, or disclose personal information from children under the age of 13 (or the applicable legal threshold in your jurisdiction) without first obtaining verifiable parental consent. Because the App does not require user registration or account creation, and because the App's core features — playing puzzles, earning Coins and XP, and switching themes — do not require the disclosure of any personal information, the App does not deliberately collect age-related information from users.

The App's advertising component (Google AdMob) includes mechanisms for child-directed treatment in compliance with COPPA and the Google Play Families Policy. The App can enable AdMob's child-directed treatment flag (TAG_FOR_CHILD_DIRECTED_TREATMENT_TRUE), which instructs AdMob to serve only non-personalised, contextually appropriate advertisements and to disable interest-based targeting, remarketing, and the collection of advertising identifiers for targeted ad purposes.



10.2 Google Play Families Policy Compliance

Because this App may be included in the Google Play Families program or otherwise appeal to children, we design its advertising, content, and data practices to comply with the Google Play Families Policy requirements, including: displaying only ads and ad content appropriate for a general or child audience; not using SDKs that are not certified for child-directed treatment where the App is designated as directed at children; and avoiding any features that would require collecting personal information from children beyond what is technically necessary to operate the App.



10.3 Parental Controls & Rights

If you are a parent or guardian and believe that your child under the age of 13 has used the App and may have had personal information collected without your consent, please contact us immediately at uosgc.edu.pk@gmail.com. Upon receipt of a verifiable request from a parent or guardian, we will: (a) review what, if any, information may have been collected; (b) provide a description of any such information; (c) delete any such information from our systems (to the extent any exists); and (d) where technically feasible, prevent any further collection from that child.

Parents and guardians may also use Android's built-in Digital Wellbeing and Parental Controls features to restrict access to the App, set screen time limits, and monitor App usage. On devices enrolled in Google Family Link, parents can approve or block the App's installation and use by supervised accounts.



10.4 Educational & Family Use

The App is well-suited for family and classroom settings. Its categories — including Alphabet-style puzzles alongside Animals, Nature, and other themes — support early learning, pattern recognition, and fine motor skills through play.

Schools and educational institutions that deploy the App should ensure that their use complies with applicable student data privacy laws, including the Family Educational Rights and Privacy Act (FERPA) in the United States and equivalent laws elsewhere.

 10.5 Content Rating & Age Appropriateness

Puzzle Pals contains no violence, no user-generated public content, no chat or messaging features, no social media integration, and no links to mature content of any kind. All artwork used in catalog puzzles is original, non-violent, and age-appropriate for all audiences, including depictions related to the Islamic and Eid puzzle categories, which use simple, respectful iconography rather than any content that could be considered inappropriate or sensitive for young players.

 10.6 No Chat, No Strangers, No Social Features

The App has no chat function, no messaging between users, no public leaderboard displaying other users' names, no friend-adding feature, and no way for a child using the App to communicate with or be contacted by another user or by us through the App itself. The only communication channel available is the device's native "Share" sheet on the Winning screen, which lets a player share their own result through apps of their own choosing — the App itself does not send, receive, or relay any message content.

 Section 11 — Third-Party Links & External Services

Puzzle Pals does not contain any in-app browsing, sharing, or external linking features beyond the win-screen "Share" action (which opens the device's native share sheet) and advertisements. This section explains those scenarios and clarifies our responsibility with respect to third-party privacy practices.

 11.1 Advertiser Websites

Advertisements served by Google AdMob may contain links to external websites or app store pages operated by advertisers. When you tap on an advertisement and are taken to an advertiser's website or app, that website or app is governed by its own privacy policy. We are not responsible for the privacy practices of any advertiser whose content appears within our ad placements.

 11.2 Third-Party SDK Privacy Policies

Each third-party SDK integrated into the App operates under its own privacy policy. The relevant privacy policy for the data-collecting SDK used in the App is:

Google AdMob & Google LLC	https://policies.google.com/privacy
AndroidX / Material Components / Room / Glide	Open-source local libraries — no data collection, no privacy policy required

We encourage you to review the privacy policy of this third-party service to understand its data practices. Our inclusion of its SDK in the App does not constitute an endorsement of its privacy practices beyond what is described in

this Policy.

11.3 No Social Media Login or Integration

The App does not offer "Sign in with Google", "Sign in with Facebook", or any other third-party social login option, and does not integrate any social media SDK. Accordingly, no data is exchanged between the App and any social media platform.



Section 12 — Changes to This Privacy Policy

We may update this Privacy Policy from time to time to reflect changes in the App's features and functionality, changes in applicable law or regulatory guidance, changes in our third-party SDK integrations, or other factors that affect our data handling practices. We are committed to providing clear and timely notice of any material changes to this Policy.

12.1 How We Notify You of Changes

When we update this Privacy Policy, we will: (a) update the Effective Date shown at the top of this document and on the App's Play Store listing; (b) for material changes, display an in-app notification the next time you open the App after the change takes effect; and (c) for changes affecting compliance with a specific law (e.g., GDPR, CCPA, COPPA), take additional steps as required by that law.

We define a "material change" as any change that: introduces collection of a new category of personal data; alters the purposes for which existing data is used; adds new third-party data sharing arrangements; significantly reduces your privacy rights; or changes how we handle children's data.

12.2 Version History

Version 1.0.0 (versionCode 1)	August 2, 2026 — Initial Privacy Policy published for Puzzle Pals v1.0.0.
-------------------------------	---

12.3 Continued Use

Your continued use of the App after a Privacy Policy update constitutes your acceptance of the revised terms. If you do not agree with any material change to this Policy, you should stop using the App and uninstall it from your device. If you have any questions about a specific change, please contact us at uosgc.edu.pk@gmail.com before continuing to use the App.

12.4 Anticipated Future Changes

We anticipate that future versions of the App may introduce features that require updates to this Privacy Policy. These may include, but are not limited to: cloud synchronisation of puzzle progress across devices; user account creation; real-money in-app purchases and a Remove Ads option (currently shown as "Coming Soon" and not yet implemented); a global leaderboard requiring a backend service; or updates to comply with newly enacted privacy legislation. We will update this Policy in advance of releasing any such features.

→ 12.5 Where Updated Policies Are Published

The current version of this Privacy Policy is always available from the App's Google Play Store listing page and, where applicable, from a Settings or About screen within the App itself. We recommend checking the Effective Date shown at the top of this document each time you review it.



Section 13 — Contact Us & Privacy Requests

If you have any questions, concerns, or requests regarding this Privacy Policy, our data handling practices, or your rights as a user (or as a parent/guardian of a young player), please do not hesitate to reach out. We are committed to responding to all privacy-related enquiries promptly and thoroughly.

📧 13.1 Contact Information

Developer	Mian Tanveer Ahmad
Organisation / Brand	Digital Futures
Email Address	uosgc.edu.pk@gmail.com
Phone / WhatsApp	+92 300 6617872
Website	www.w3webschools.com
App Package	com.digitalfutures.puzzlepals
Response Commitment	We will respond to all verifiable privacy requests within 30 calendar days.
Languages	We respond in English. Urdu responses may also be available on request.

📋 13.2 What to Include in Your Request

- Your full name and a valid email address at which we can respond.
- The nature of your request — e.g., access request, deletion request, complaint, correction request.
- Your device type and Android version.
- The version of Puzzle Pals installed on your device.
- A description of the specific concern, data category, or feature your request relates to.
- For GDPR requests: your country of residence within the EU/EEA.
- For CCPA requests: confirmation that you are a California resident.
- If contacting us as a parent/guardian about a child's use of the App: your relationship to the child.



13.3 Data Protection Authorities

If you are not satisfied with our response, you may lodge a complaint with the relevant supervisory authority. For EU/EEA residents, a list of national DPAs is available at . For California residents, you may contact the California Privacy Protection Agency (CPPA) at .



13.4 General Feedback & Feature Requests

We also welcome general feedback, bug reports, and feature suggestions at uosgc.edu.pk@gmail.com, even where they do not concern privacy specifically. Player feedback directly shapes future updates to Puzzle Pals, including new puzzle categories, difficulty options, and accessibility improvements.



Primary Contact for All Privacy Matters

Email: uosgc.edu.pk@gmail.com

WhatsApp: +92 300 6617872

Website: www.w3webschools.com

Response time: within 30 calendar days of receipt of your request.

Digital Futures — Mian Tanveer Ahmad — Puzzle Pals: Jigsaw Game Privacy Policy v1.0.0

© 2026 Digital Futures — Mian Tanveer Ahmad. All rights reserved.

Puzzle Pals: Jigsaw Game | com.digitalfutures.puzzlepals | Privacy Policy v1.0.0 | Effective August 2, 2026