

Privacy Policy

Who I am

My name is Nicole Oo and I'm a game developer. You can reach me with the following email address:

orangeguppygames@gmail.com

This policy notifies you if Hungry Cards processes personal data and what kind of data it collects.

This policy pertains to data collected about you when you play my game, Hungry Cards.

What data does Hungry Cards collect?

I collect the following data in connection with the use of Hungry Cards:

If you contact me using the email address indicated above (orangeguppygames@gmail.com), I collect the data you provide in this context (e.g. name, contact data)

I do not knowingly collect personal and sensitive information of any individuals, including children (individuals under 18 years old), in connection with the use of Hungry Cards. If it is brought to my attention, I will make appropriate efforts to remove it from the records.

For what purposes do I process your data?

I process the data for the following purposes:

- To process your support requests
- To ensure comfortable use of Hungry Cards
- To evaluate system security and stability
- For other administrative purposes

Links to other websites

Hungry Cards does not contain links to third-party websites.

Storage and deletion of your data

I do not store any personal and sensitive data in connection with the use of Hungry Cards.

Cookies

Hungry Cards does not use cookies.

Unity

The software I used to program Hungry Cards is called Unity. You can find the privacy policy of Unity here: <https://unity.com/legal/privacy-policy>.

What should I know, if I use a software built with Unity

“Unity has collected some or all of the following information about your device: unique device identifiers (e.g., IDFV for iOS devices and Android ID for Android devices); IP address; country of install (mapped from IP address); device manufacturer and model platform type (iOS, Android, Mac, Windows, etc.) and the operating system and version running on your system or device; language; CPU information such as model, the number of CPUs present, frequency, and instruction set support flags; the graphics card type and vendor name; graphics card driver name and version (e.g., “nv4disp.dll 6.10.93.71”); which graphics API is in use (e.g., “OpenGL 2.1” or “Direct3D 9.0c”); amount of system and video RAM present; current screen resolution; version of the Unity Editor used to create the game; sensor flags (e.g., device support for gyroscope, touch pressure or accelerometer); application or bundle identification (“app ID”) of the game installed; unique advertising identifiers provided for iOS and Android devices (e.g., IDFA or Android Ad ID); and a checksum of all the data that gets sent to verify that it transmitted correctly.”

Unity's Analytics and Ad services

Hungry Cards does not use Unity's Analytics and Ad services.