

Privacy Policy

Last Updated: 01.04.2026

This Privacy Policy describes how Nikolai Marin ("we", "us", or "our") collects, uses, and shares information about you when you use our mobile application Idiomo (the "App").

1. Information We Collect

We strive to collect only the minimum amount of data necessary to provide you with a functional and enjoyable gaming experience.

- **Identifiers:** We use Firebase Anonymous Authentication to create a unique, non-personally identifiable User ID. This ID is used to manage your session and is stored in our Supabase database solely to track your game progress (unlocked levels, coins, achievements).
- **Usage Data:** We may collect information about how you interact with the App, such as features used, time spent in the App, and crash reports.
- **Device Information:** We may collect data about your mobile device, including model, operating system version, and unique device identifiers (e.g., IDFA for advertising, subject to your consent).

2. How We Use Your Information

We use the collected data for the following purposes:

- **Game Progress Syncing:** To save your levels and progress across sessions using Supabase.
- **Authentication:** To securely log you into the game environment via Firebase.
- **Analytics:** To understand App performance and improve user experience via Firebase Analytics.
- **Advertising:** To show advertisements via Unity Ads.

3. Third-Party Services

The App integrates several third-party services that may collect information according to their own privacy policies:

- **Google Firebase (Auth & Analytics):** Used for anonymous login and usage statistics. [Firebase Privacy Policy](#)
- **Supabase:** Used as our primary database to store your game progress associated with your anonymous ID. [Supabase Privacy Policy](#)

- Unity Ads: Used to display advertisements. Unity may collect device-specific information to serve relevant ads. [Unity Privacy Policy](#)

4. Advertising and Tracking (App Tracking Transparency)

In accordance with Apple's policies, the App will ask for your permission to track you across other companies' apps and websites for advertising purposes. If you decline, Unity Ads will still show ads, but they will not be personalized.

5. Data Retention

We retain your anonymous game progress data for as long as the App is installed on your device or as long as necessary to provide our services. Since authentication is anonymous, if you delete the App or clear its data, your progress may be permanently lost as we cannot link the data back to a specific person.

6. Children's Privacy

Our App does not knowingly collect personally identifiable information from children under the age of 13 (or 16 in certain jurisdictions). If you are a parent or guardian and believe your child has provided us with personal data, please contact us.

7. Your Rights

Depending on your location, you may have rights to access, delete, or restrict the use of your data. Since we use anonymous identifiers, we generally cannot identify individual users. However, you can stop all collection of information by uninstalling the App.

8. Changes to This Policy

We may update our Privacy Policy from time to time. We will notify you of any changes by posting the new Privacy Policy on this page.

9. Contact Us

If you have any questions about this Privacy Policy, please contact us at:
Email: unique.stargazer@gmail.com