

TERMS OF SERVICE

1. Introduction and Acceptance

Use of the application ("the Service") is subject to the terms detailed below. By using the Service, creating an account, or linking a third-party account, you fully and unconditionally agree to these terms.

2. Connection Method and User Account

- **2.1. Connection via Google:** Access to the Service is enabled **exclusively through a Google account**, utilizing **Google OAuth 2.0** technology.
- **2.2. Data from Google:** Upon initial login, the User allows the Service to access basic information managed by Google (email address and profile name) to create a Service account.
- **2.3. Account Responsibility:** The User is solely responsible for maintaining the confidentiality of their Google account details.
- **2.4. No Password Storage:** The Service **does not collect, store, or manage User passwords**. User authentication is entirely managed by Google.

3. Third-Party Integrations (Steam, IGDB, and Discord)

- **3.1. Gaming Account Linking (Steam and IGDB):** The User explicitly authorizes the Service to retrieve and import their **full list of owned games** via the APIs of third-party platforms, such as **Steam** and **IGDB**.
 - **3.1.1. Limitation of Liability for Game Data:** The Service is not responsible for the accuracy, completeness, or timeliness of data received from these platforms.
- **3.2. Notifications Link (Discord):** The Service allows the User or the Group Admin to integrate with a specific Discord server/channel to **send updates and notifications** about group activity.
 - **3.2.1. Explicit Discord Authorization:** Use of this feature requires separate authorization with Discord to grant the necessary permissions for sending messages.
 - **3.2.2. User Responsibility for Discord:** The User or Group Admin is solely responsible for the integrity of the link and the permissions granted to the Service on Discord.
- **3.3. Disconnecting Links:** The User can cancel all integrations (Steam, IGDB, Discord) at any time through the Service settings.

4. Group Management and Information Sharing

- **4.1. Game Data Disclosure Policy:** The imported list of games is visible to members in private groups, and visible to all app Users viewing a public group. Joining a group constitutes **consent to disclosure** according to that group's privacy level.
- **4.2. Availability Data Privacy:** The **free time data** entered by the User ("Availability Data") is **strictly private**. It is used **only** by the system for personalized session

suggestions (Matchmaking). **The User's personal Availability Data is not visible to any other User, group admin, or third party.**

5. Limitation of Liability

- **5.1. Use at User's Risk:** The Service is provided on an "**As Is**" basis.
- **5.2. Damages:** The Service shall not be liable for any direct or indirect damage sustained by the User as a result of using the Service.

PRIVACY POLICY (PP)

1. Types of Information Collected

We collect the following information:

1.1. Information Imported via Google OAuth 2.0

- **Authentication and Basic Profile:** Email address, profile name, and a unique User ID from Google.

1.2. Information Imported from Gaming Platforms (Steam and IGDB)

- **Game Collection Data:** The User's full list of owned games, game identifiers, and relevant data.
- **Third-Party Account Identifier:** Your unique User ID on the linked platform (e.g., Steam ID).

1.3. Information Imported via Discord

- **Notification Identifiers:** Technical data required for sending messages (e.g., Webhook URL).

1.4. Information Directly Provided by the User (Including Availability Data)

- **General User Content:** In-group messages, group descriptions, and uploaded profile pictures.
- **Personal Availability Data: Free times entered by the User.**

2. How We Use the Information

We use the collected information for the following purposes:

- **Providing Core Services:** Displaying, comparing, and managing the list of games within groups.
- **Matchmaking based on Availability: Personal Availability Data is used solely by internal algorithms** to identify overlaps with other group members and generate suggestions for upcoming sessions.
- **Operating Groups:** Displaying imported game data to other group members **according to that group's privacy settings** (as detailed in Section 4.1 of the TOS).
- **Sending Notifications (Discord):** Discord technical data is used **only** to send updates and notifications about group activity.

3. Disclosure and Sharing of Information

Privacy Policy for Availability Data:

- **Your Availability Data is kept completely private and confidential.**
- **The system does not disclose your exact free time to any other User, group admin, or third party.**
- Availability information is used **only** to generate **session suggestions**.
- **Game Data Disclosure:** The list of games is visible according to the group settings.
- **External Service Providers:** We may share data with hosting, cloud, and analytics providers under binding confidentiality agreements.

4. User Rights and Data Removal

- **Third-Party Link Removal:** The User has the right to cancel all links (Steam, IGDB, Discord).
- **Account Deletion:** The User has the right to request full deletion of their account and all associated data, **including Personal Availability Data**.