

Privacy Policy

BrushBattle is committed to protecting your privacy. This privacy policy explains how we handle the information we collect when you use our web-based game, Google Play game, and App Store game.

1. **Personal Information:** To identify you among other players in the game, we ask you to provide an “Artist Name”. This does not need to be your real name and we ask that you do not enter any inappropriate words to keep the experience safe for all players. If you do not provide us with an “Artist Name”, we will generate a random one for you. We also store:

- a. Your Battle and daily Speed score records
- b. How many Speed, Battle, and Practice games you played
- c. Your language setting
- d. The date of your most recent access

All this information is stored for at most 365 days from the most recent time of access, after which point it is automatically deleted. You may request that this data be removed at any time by sending an email to:

info@brightspike.io.

2. **Third-Party Sharing:** We do not share your information with any third parties, nor do we use it for any commercial purposes.
3. **User-Generated Content:** Players can draw images in the game. These images are not stored, not shared with any third parties, and not used for any commercial purposes. Players can choose an “Artist Name”. This “Artist Name” is not shared with any third parties and not used for any commercial purposes.
4. **Respectful Play:** BrushBattle urges players to play respectfully and not to draw or write any inappropriate content onto the drawing canvas. We have the right to remove any player from the game who does not comply with appropriate content. If you have any concerns about how a player is treating you, please contact us at info@brightspike.io.

Credits

1. The font used is “[JustMeAgainDownHere](#)” provided by [Kimberly Geswein](#) [Copyright © 2010, Kimberly Geswein]
2. The illustrations are provided by [Marko Petrik](#) [Copyright © 2024, BrightSpike]
3. Animation tweening is made possible by the [GSAP](#) library provided by GreenSock [Copyright © 2008-2024 GreenSock]
4. The graphics engine is made possible by [PixiJS](#).
5. Training data for the AI drawing model was made possible by “[Google Quick, Draw! The Data](#)”
6. AI drawing model training was made possible by using the [Tensorflow](#) library
7. Architecting and game development by [Austin Weidler](#)
8. Game design by [Viktor Wassmann](#)