

# **GAME BOOSTER**

Privacy Policy

Effective Date: March 26, 2026

Last Updated: March 27, 2026

## **1. Introduction**

Welcome to Game Booster Pro. This Privacy Policy explains how we collect, use, store, and protect your information when you use our Android application. We are committed to safeguarding your privacy and ensuring full transparency about our data practices.

Game Booster Pro is a gaming performance optimization application for Android devices. It operates without requiring root access and is distributed exclusively through the Google Play Store.

By installing and using Game Booster Pro, you agree to the data practices described in this Privacy Policy. If you do not agree, please uninstall the application.

## **2. Information We Collect**

### **2.1 Device Information**

We collect basic device information solely to ensure compatibility and optimize performance across different Android devices:

- Device manufacturer and model (e.g., Samsung Galaxy S24, Xiaomi 14)
- Android version and API level
- Screen resolution and refresh rate capabilities
- Hardware specifications (RAM capacity, CPU information)

### **2.2 Performance Data**

The core function of our app requires collecting real-time performance metrics from your device. This data is processed locally on your device and is not transmitted to external servers:

- RAM usage (available and total memory)
- CPU usage of our application process
- Frame rate (FPS) measurements via Android Choreographer API
- Device temperature readings from BatteryManager

- Network latency (ping) measured via TCP socket connections
- Network throughput (upload/download speeds) via TrafficStats

## 2.3 App Usage Data

We collect anonymized usage data to improve the app experience:

- Gaming session duration and frequency
- List of registered games (package names only)
- Feature usage patterns (which features are enabled/disabled)
- Performance level preferences (Battery Save, Balanced, Max Performance)

## 2.4 Crash and Error Data

We use Firebase Crashlytics to collect anonymous crash reports, which include stack traces, device state at the time of the crash, and the app version. This data contains no personally identifiable information and is used exclusively to fix bugs and improve stability.

## 2.5 Subscription Data

Subscription management is handled entirely by RevenueCat and Google Play. We do not collect, process, or store any payment information, credit card details, or billing addresses. We only receive confirmation of your subscription status (active or inactive) to determine which features to unlock.

## 2.6 Cloud-Synced Data

To provide session history and performance tracking across devices, anonymized session summaries and performance metrics may be synced to our Supabase cloud database. This data is associated only with an anonymous identifier and contains no personally identifiable information.

# 3. Information We Do NOT Collect

We want to be completely transparent about the data we do not access or collect. Game Booster Pro does NOT collect:

- Personal identity information (name, email address, phone number)
- Geographic location or GPS data
- Contacts, call logs, or SMS/MMS messages
- Photos, videos, or media files
- Microphone or camera input

- Browsing history or search queries
- Content of notifications (only metadata such as source app name and timestamp)
- Screen content or screenshots from other applications
- Payment or financial information
- Advertising identifiers or cross-app tracking data

Our app does not require user account creation or sign-in. All users are identified anonymously for subscription management purposes only.

## 4. Permissions and Their Purpose

Game Booster Pro requests specific Android permissions to deliver its core functionality. Below is a detailed explanation of each sensitive permission and why it is required:

### 4.1 Accessibility Service

**Purpose:** Game Booster Pro uses the Accessibility Service exclusively to detect when a registered game is launched or closed. This enables the automatic activation and deactivation of Gaming Mode without requiring manual user intervention.

**What we access:** Only the package name (app identifier) of the foreground application when a window state change event occurs.

**What we do NOT access:** We do not read, collect, or store any screen content, text input, passwords, personal data, or any other information from the Accessibility Service. We do not use this service to interact with or control other applications.

**Fallback:** If the Accessibility Service is not enabled, the app falls back to UsageStatsManager for game detection with equivalent functionality.

### 4.2 Notification Listener Service

**Purpose:** To temporarily block incoming notifications during gaming sessions and display a summary of missed notifications after the session ends.

**What we access:** Only the source app package name and the timestamp of each notification received during an active gaming session.

**What we do NOT access:** We do not read, store, or transmit the actual content, text body, images, or any personal data contained within notifications.

### 4.3 Display Over Other Apps (SYSTEM\_ALERT\_WINDOW)

**Purpose:** To display the real-time performance HUD (Heads-Up Display) and Ping overlay on top of games, showing live FPS, RAM, CPU, temperature, ping, and network speed indicators.

**What we display:** A small, transparent, draggable overlay containing performance metrics only. Users can fully customize the overlay transparency and position, and can disable it at any time via the Safe Mode option.

#### 4.4 Usage Stats Access (PACKAGE\_USAGE\_STATS)

**Purpose:** To identify background applications consuming system resources, enabling the RAM cleaner and background app management features. Also serves as a fallback method for game detection when the Accessibility Service is not enabled.

**What we access:** Only the package names and last active timestamps of recently used applications. We do not access any usage details, browsing activity, or personal content from these applications.

#### 4.5 Do Not Disturb Access (ACCESS\_NOTIFICATION\_POLICY)

**Purpose:** To enable Do Not Disturb mode during gaming sessions, preventing interruptions. The previous DND state is saved and restored automatically when the gaming session ends.

#### 4.6 Modify System Settings (WRITE\_SETTINGS)

**Purpose:** To lock screen brightness and rotation during gaming sessions, preventing accidental changes that may disrupt gameplay. All settings are restored to their original values when the gaming session ends.

#### 4.7 Query All Packages (QUERY\_ALL\_PACKAGES)

**Purpose:** To scan for installed games and build the Game Library. We identify games using Android's built-in game category flags (ApplicationInfo.CATEGORY\_GAME). The list of installed games is stored locally on the device and is never transmitted to any server.

#### 4.8 Battery Optimization Exemption

**Purpose:** To request that the system does not kill our background services during active gaming sessions. This ensures uninterrupted performance monitoring and optimization throughout gameplay.

## 5. How We Use Your Information

All data collected is used exclusively for the following purposes:

1. Providing core app functionality: real-time performance monitoring, RAM optimization, network latency measurement, and gaming mode automation.
2. Generating post-session performance reports displayed locally within the app.

3. Ensuring device-specific compatibility (manufacturer-specific permission guides for Samsung, Xiaomi, Huawei, etc.).
4. Diagnosing and fixing application crashes and errors via Firebase Crashlytics.
5. Storing anonymized session summaries and performance data securely in Supabase cloud database.
6. Managing subscription status through RevenueCat.

We do NOT use your data for advertising, profiling, selling to third parties, or any purpose beyond the direct operation of Game Booster Pro.

## 6. Data Storage and Security

### 6.1 Local Storage

The vast majority of data collected by Game Booster Pro is stored exclusively on your device using:

- Room Database: gaming sessions, performance history, game library, blocked notification metadata, and network statistics.
- DataStore Preferences: user settings, feature toggle states, language preferences, and theme selection.

This data never leaves your device and is completely removed when you uninstall the application or clear the app data from your device settings.

### 6.2 Cloud Services

Limited, anonymized data is transmitted to the following cloud services:

Service	Data Transmitted	Purpose
<b>Supabase</b>	Anonymized session data, performance summaries, game server lists	Cloud database for session history, analytics, and dynamic configuration
<b>Firebase Crashlytics</b>	Crash stack traces, device state, app version	Identify and fix bugs and stability issues
<b>RevenueCat</b>	Anonymous user ID, subscription status, purchase tokens	Manage subscriptions and entitlements

### 6.3 Security Measures

We implement industry-standard security measures to protect your data:

- All network communications use HTTPS/TLS encryption.

- SSL certificate pinning is implemented for additional connection security.
- ProGuard code obfuscation protects the application from reverse engineering.
- Local database content is accessible only to our application through Android's sandboxed storage model.

## 7. Third-Party Services

Game Booster Pro integrates the following third-party services, each governed by their own privacy policies:

- **Google Play Services:** <https://policies.google.com/privacy>
- **Supabase (Cloud Database):** <https://supabase.com/privacy>
- **Firebase Crashlytics:** <https://firebase.google.com/support/privacy>
- **RevenueCat:** <https://www.revenuecat.com/privacy>

We do not sell, rent, trade, or share your personal data with any third party for advertising, marketing, or any purpose unrelated to the direct operation of Game Booster Pro.

## 8. Estimated Values Disclosure

In the interest of full transparency and in compliance with Google Play's policies regarding honest representation:

Some performance metrics displayed within the app are estimated values based on system-level optimizations rather than direct hardware measurements. These estimated values are clearly marked with an information icon (i). Tapping this icon displays a tooltip explaining: "This value is estimated based on system optimizations."

Examples of estimated values include post-optimization FPS targets and temperature reduction projections after background process cleanup. All actual measured values (real RAM freed, real ping measurements, real network speeds) are displayed without the estimated indicator.

## 9. Data Retention and Deletion

### 9.1 Local Data

Performance data and session history are stored locally on your device. You can delete all locally stored data at any time by clearing the app data in your Android device settings, or by uninstalling Game Booster Pro. Upon uninstallation, all local data is permanently and automatically removed by the Android operating system.

### 9.2 Cloud Data

Crash reports in Firebase Crashlytics are retained for 90 days. Supabase cloud data (session summaries, performance records) is retained as long as your anonymous account is active; a data retention cleanup function periodically removes records older than the configured retention period. RevenueCat retains anonymized subscription records as required for transaction processing and compliance.

### **9.3 Data Deletion Request**

You may request deletion of any data associated with your anonymous identifier by contacting us at the email address provided in the Contact section below. We will process your request within 30 days.

## **10. Children’s Privacy**

Game Booster Pro is not directed at children under the age of 13. We do not knowingly collect any personal information from children under 13. Since our app does not require account creation or collect personal identity information, the risk of inadvertently collecting children’s data is minimal. If you believe that a child under 13 has somehow provided personal data through our app, please contact us and we will take immediate steps to delete such information.

## **11. Your Rights**

Depending on your jurisdiction, you may have the following rights regarding your data:

7. Right to Access: You can view all your session data, game library, and performance history directly within the app.
8. Right to Deletion: You can delete all local data by clearing app data or uninstalling. For cloud data, contact us directly.
9. Right to Opt-Out: You can disable cloud data syncing to Supabase in the app settings.
10. Right to Portability: You can request an export of your data by contacting us.

## **12. Changes to This Privacy Policy**

We may update this Privacy Policy from time to time to reflect changes in our practices or legal requirements. When we make material changes, we will notify users through an in-app notification and update the “Last Updated” date at the top of this document. We encourage you to review this Privacy Policy periodically. Continued use of the app after changes constitutes acceptance of the updated policy.

## **13. Our Transparency Commitments**

We are committed to maintaining the highest standards of transparency and user trust:

11. User Data Policy: We collect only the minimum data necessary for core functionality.
12. Permissions Policy: Every sensitive permission is justified, explained to the user before being requested, and used solely for its declared purpose.
13. Deceptive Behavior Policy: Estimated performance values are clearly marked with an (i) indicator and tooltip to ensure transparency.
14. Accessibility API Policy: The Accessibility Service is used exclusively for game detection and is fully described in a supplementary video as required by Google Play.
15. Subscription Policy: A “Restore Purchases” button is provided. Pricing is fetched dynamically from RevenueCat/Google Play. Free trial terms are clearly communicated before purchase.

## 14. Contact Us

If you have any questions, concerns, or requests regarding this Privacy Policy or our data practices, please contact us at:

**Email:** [admin@devnexalabs.com](mailto:admin@devnexalabs.com)

**Developer:** Compny DevNexa LLC