

PRIVACY POLICY

ProjectThree

A multiplayer game developed and published by KrnCore

This Privacy Policy explains how **KrnCore** ("we", "us", "our") collects, uses, shares, and protects information in connection with **ProjectThree** (the "Game"), including when the Game is distributed via Steam or the Epic Games Store and when it uses Epic Online Services ("EOS") for multiplayer, matchmaking, voice chat, and related online features. It applies to players in the European Union / European Economic Area, the United Kingdom, and worldwide, and is designed to meet the requirements of the EU General Data Protection Regulation ("GDPR") as implemented in Slovenia, and other applicable data protection laws.

Please read this policy before playing. By creating an account, logging in through Epic Online Services, or otherwise using the Game's online features, you acknowledge that your information will be processed as described here.

Data Controller	KrnCore
Contact	contact@krn-core.com
Website	https://krn-core.com
Game	ProjectThree (working title)
Distribution	Steam, Epic Games Store
Core infrastructure online	Epic Online Services (EOS) — via the EOS Integration Kit plugin for Unreal Engine
Minimum age	16 years (see Section 10)
Effective date	6 September 2026

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1. Who We Are

ProjectThree is developed by KrnCore ("we", "us"). For the purposes of the GDPR and other applicable data protection laws, KrnCore is the **data controller** responsible for the personal data described in this policy, except where we act as a processor on behalf of a third-party platform (for example, Valve or Epic Games), or where a third party such as Epic Games or Valve acts as an independent controller for data collected through their own services (see Sections 3 and 6).

You can reach us at contact@krn-core.com for any question about this policy or about your data.

2. Information We Collect

We collect the following categories of information when you play ProjectThree:

2.1 Account and platform identifiers

- Your Epic Account ID and/or linked platform account identifiers (e.g., Steam ID), provided to us through the EOS Integration Kit when you log in.
- Your public display name / gamertag as shown on the connected platform.
- Friends lists and presence status, where you choose to use EOS social features (friends, invites, party/lobby status).

2.2 Gameplay data

- In-match statistics, progression, unlocked items, session history, and matchmaking data.
- Achievements and stats synced with Steam Achievements/Stats or the equivalent Epic Games Store features.
- Lobby, party, and session metadata (who you played with, session duration, host/region) needed to run multiplayer matches.

2.3 Communications data

- Voice chat audio transmitted through EOS Voice while you are in a party, lobby, or match, for the purpose of enabling real-time communication with other players.
- Text chat messages sent through EOS Lobbies/Messaging (e.g., in-lobby or in-match text chat).

2.4 Technical data

- IP address (processed transiently for connectivity, matchmaking, and anti-abuse purposes, primarily by Epic Online Services).
- Device and system information (OS, hardware configuration, Unreal Engine version) and network performance data (ping, packet loss) needed for multiplayer connectivity.
- Crash logs and diagnostic reports generated by Unreal Engine's built-in crash reporting when the Game crashes or encounters a serious error.

2.5 Support communications

- If you contact us directly at contact@krn-core.com, we collect your email address and the content of your message in order to respond to you.

3. Information Collected by Epic Online Services (EOS)

ProjectThree uses **Epic Online Services**, integrated through the EOS Integration Kit plugin for Unreal Engine, to provide core online functionality, including authentication/login, matchmaking, sessions and lobbies, friends

and presence, voice chat, achievements, statistics, anti-cheat, and leaderboards.

When you use these features, Epic Games, Inc. processes certain data as an independent controller under its own privacy policy, in addition to the data we receive and process as described in this policy. We encourage you to review the Epic Online Services Privacy Policy and Epic Games' general Privacy Policy to understand how Epic separately handles your data:

- Epic Online Services Privacy Policy — <https://www.epicgames.com/site/en-US/eos-privacy-policy>
- Epic Games Privacy Policy — <https://www.epicgames.com/site/en-US/privacypolicy>

We only receive from EOS the data reasonably necessary to operate the Game's multiplayer features (such as identifiers, session/lobby data, and stats), and we do not use EOS to collect any information beyond what is needed for gameplay, matchmaking, and — where applicable — Steam achievement/stat synchronization.

4. Voice and Text Chat

ProjectThree includes both **voice chat** and **text chat**, provided through EOS Voice and EOS Lobbies/Messaging, to let you communicate with teammates during parties and matches.

- Voice chat is transmitted in real time between players in the same party/lobby/match. We do not permanently record or store voice chat audio on our own servers.
- Text chat messages are transmitted between participants in the relevant lobby or match for the duration of that session.
- Voice and text chat may be temporarily processed by Epic Online Services infrastructure solely to relay communications and, where enabled, to support moderation and anti-abuse systems (e.g., automated detection of harassment or prohibited content) under Epic's own privacy terms.
- You can mute other players, disable your microphone, or turn off voice/text chat at any time from the in-game settings menu.
- Please do not share sensitive personal information (yours or anyone else's) over in-game voice or text chat, and do not use chat to harass other players — this may result in a report and account/platform-level moderation action.

5. Crash and Performance Reporting

ProjectThree uses **Unreal Engine's built-in crash and error reporting** to help us diagnose and fix issues. When the Game crashes or encounters certain errors, a diagnostic report may be generated and sent to us, which can include: a stack trace of the error, engine and game version, hardware/OS information, and the sequence of events leading up to the crash. This report does not intentionally include your voice chat content, chat messages, or account credentials.

We use crash and performance data solely to improve the stability, performance, and quality of the Game.

6. Steam and Epic Games Store

If you obtain ProjectThree through **Steam** (operated by Valve Corporation) or the **Epic Games Store** (operated by Epic Games, Inc.), those platforms act as independent controllers for the account and purchase data they collect directly from you (e.g., your store account, payment details, library entitlements, and platform-level achievements). We do not receive your payment information from either platform.

Where the Game reports achievements or stats to Steam or Epic on your behalf (e.g., via SteamworksSDK achievements or the equivalent Epic Games Store service), that data is also subsequently held by the relevant platform under its own privacy policy:

- Valve/Steam Privacy Policy — https://store.steampowered.com/privacy_agreement/
- Epic Games Privacy Policy — <https://www.epicgames.com/site/en-US/privacypolicy>

7. How We Use Your Information

We use the information described above to:

- Provide, operate, and maintain multiplayer functionality, including matchmaking, sessions, lobbies, and party systems.
- Enable voice and text communication between players during gameplay.
- Save and synchronize your progress, unlocks, and achievements/stats across sessions and, where applicable, across platforms.
- Maintain the security and integrity of the Game, including detecting cheating, exploits, and abusive behavior.
- Diagnose crashes, bugs, and performance issues, and improve the Game over time.
- Respond to support requests sent to us directly.
- Comply with legal obligations and enforce our terms of use / code of conduct.

We do not sell your personal information, and we do not use your gameplay or voice/text chat data for advertising purposes.

8. Legal Bases for Processing (GDPR)

Where the GDPR applies (including to players in Slovenia and the rest of the EU/EEA), we rely on the following legal bases:

- **Performance of a contract** (Art. 6(1)(b)) — to create your session, enable matchmaking, and deliver the multiplayer features you are requesting by playing the Game.
- **Legitimate interests** (Art. 6(1)(f)) — to secure the Game against cheating and abuse, to diagnose crashes, and to improve the Game, balanced against your rights and interests.
- **Consent** (Art. 6(1)(a)) — where required, for example for optional features you actively enable, such as microphone access for voice chat on certain platforms.
- **Legal obligation** (Art. 6(1)(c)) — where we must retain or disclose information to comply with the law.

9. Sharing and Third-Party Processors

We share information with the following categories of recipients, only as necessary for the purposes described in this policy:

- **Epic Games, Inc.** — for authentication, matchmaking, sessions/lobbies, voice and text chat, friends/presence, stats, and achievements via Epic Online Services.
- **Valve Corporation (Steam)** — for achievement/stat synchronization and store-related entitlement checks, where applicable.
- **Infrastructure and diagnostic providers** integrated with Unreal Engine's crash reporting, solely to receive and help us analyze crash/diagnostic reports.
- **Legal and safety recipients** — where disclosure is required to comply with the law, enforce our terms, or protect the rights, property, or safety of KrnCore, our players, or others.

We do not share your personal information with third parties for their own independent marketing purposes.

10. Age Requirements and Children's Privacy

ProjectThree is intended for players aged **16 and older**. We do not knowingly collect personal information from children under 16. This threshold reflects the default "digital age of consent" under the GDPR and takes into account that the Game includes real-time voice and text chat with other players, which carries additional risk for younger children.

If you believe a child under 16 has provided us with personal information (for example, through an EOS or platform account), please contact us at contact@krn-core.com so we can investigate and take appropriate action, which may include deleting the relevant data.

Age restrictions and parental control options offered by Steam, the Epic Games Store, or your device platform apply in addition to this policy, and we encourage parents/guardians to make use of them.

11. International Data Transfers

Because ProjectThree relies on Epic Online Services and, where applicable, Steam infrastructure, your data (including matchmaking, voice, and chat data) may be processed on servers located outside of Slovenia and the EU/EEA, including in the United States. Where such transfers occur, Epic Games and Valve rely on their own applicable safeguards (such as Standard Contractual Clauses) as described in their respective privacy policies. We do not control the specific server locations used by these third-party services.

12. Data Retention

- **Account/progression data** is retained for as long as your account is active, and for a reasonable period afterward in case you return to the Game.
- **Voice chat audio** is transmitted in real time and is not stored by us; it may be transiently processed by EOS infrastructure for relay and moderation purposes as described in Epic's own policy.
- **Text chat** is retained only for as long as necessary to deliver it within the relevant session, except where retained longer for moderation of reported abuse.
- **Crash and diagnostic reports** are retained for as long as needed to diagnose and resolve the underlying issue, and are then deleted or anonymized.
- **Support emails** are retained for as long as needed to resolve your inquiry and for a reasonable period afterward for record-keeping.

13. Your Rights

If the GDPR applies to you, you have the right to:

- Access the personal data we hold about you.
- Request correction of inaccurate or incomplete data.
- Request erasure of your data ("right to be forgotten"), subject to certain exceptions.
- Request restriction of, or object to, certain processing based on legitimate interests.
- Request a copy of your data in a portable format (data portability).
- Withdraw consent at any time, where processing is based on consent, without affecting past processing.
- Lodge a complaint with a supervisory authority — in Slovenia, the Information Commissioner (Informacijski pooblaščenec), www.ip-rs.si.

To exercise any of these rights, contact us at **contact@krn-core.com**. For data held directly by Epic Games or Valve (e.g., your platform account), you should also contact those companies directly, as they act as independent controllers for that data.

14. Security

We take reasonable technical and organizational measures to protect the information we hold, including relying on the security infrastructure provided by Epic Online Services for authentication and communications. However, no method of transmission or storage is completely secure, and we cannot guarantee absolute security.

15. Changes to This Policy

We may update this Privacy Policy from time to time, for example to reflect new features (such as additional online services, analytics, or platforms) or changes in the law. We will update the "Effective date" at the top of this document when we do, and, for material changes, we will make reasonable efforts to notify players in-game or via the Game's store page.

16. Contact Us

If you have any questions, concerns, or requests regarding this Privacy Policy or your personal data, please contact:

Data Controller	KrnCore
Email	contact@krn-core.com
Website	https://krn-core.com
Location	Slovenia

This document is a template drafted for indie game development purposes and does not constitute legal advice. We recommend having it reviewed by a qualified lawyer familiar with Slovenian/EU data protection law before publishing your game, particularly once your backend, analytics, or monetization plans are finalized.